Privateer Press™

NO QUARTER MAGAZINE™

ISSUE Nº-18
$5.99

WARMACHINE®

LEGENDS ON THE CHARGE

LEGENDS MERCS & DRAGOONS

OLD SCHOOL DESTRUCTION

THE DESTROYER IN GUTS & GEARS

SECRETS OF THE WILD

SKORNE ARMY TACTICS

PLUS!

NEW IRON KINGDOMS FICTION
ASPHYXIOUS IN THE GAVYN KYLE FILES
AND MORE MONSTERPOCALYPSE FACTIONS!

MAY 2008
8 75582 00359 2

AND EVEN MORE CONTENT FOR: HORDES IRON KINGDOMS™

On the Cover

WARMACHINE: Legends Mercenaries by Andrea Uderzo

Andrea Uderzo is a rising star in the game industry. He lives in Italy, where he works as a freelance illustrator, collaborating with several major game companies, including Privateer Press. Andrea loves to collect books on illustration and listen to movie soundtracks. View more of his artwork at http://andreauderzo.deviantart.com/gallery

CREDITS

Figure Shown Actual Size

Members of the Privateer Press staff run for their lives at the approach of Terra Khan, one of the monsters from the Terrasaur faction in Monsterpocalypse. Check out page 76 for information on two other factions, the hideous Lords of Cthul and the enigmatic Shadow Sun Syndicate. We think we're going to need a bigger building.

PRIVATEER PRESS™

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No Quarter Magazine

All contents herein including Privateer Press, Iron Kingdoms, The Witchfire Trilogy, Monsternomicon, Five Fingers: Port of Deceit, Full Metal Fantasy, WARMACHINE®, Steam-Powered Miniatures Combat, WARMACHINE: Prime Remix, WARMACHINE: Escalation, WARMACHINE: Apotheosis, WARMACHINE: Superiority, Forces of WARMACHINE: Pirates of the Broken Coast, WARMACHINE: Legends, HORDES, Monstrous Miniatures Combat, HORDES: Primal, HORDES: Evolution, HORDES: Metamorphosis, No Quarter Magazine, Formula P3, Infernal Contraption, Infernal Contraption 2: Sabotage!, BODGERS, Gamer Hooligan, Monsterpocalypse, all related factions, logos, slogans, character names and distinctive likenesses, places, things, and story elements are TM and/or © 2001-2008, Privateer Press, Inc. All other trademarks not owned by Privateer Press Inc. that appear in this magazine are the property of their respective owners who may or may not be affiliated with, connected to, or sponsored by Privateer Press Inc. First printing Vol. 3, Issue 18: May 2008. Printed in the USA. This magazine contains works of fiction, any resemblance to actual people, organizations, places, or events in those works of fiction are purely coincidental. Duplicating any portion of the materials herein unless specifically addressed within the work or by written permission from Privateer Press is strictly prohibited. In the event that permissions are granted such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof.

Two shots below the waterline for the scallywag who pirates the pirates. Ye been warned.

FIRE IN THE HOLE

Summer of War

"'Cause summer's here and the time is right for fighting in the street."

—The Rolling Stones, Street Fighting Man

Things are ramping up here at Privateer Press. With convention season right around the corner, and our staff working hard to make sure that we have a bigger and better presence at these shows than ever. Check out News From the Front on page five for a full listing of the events that we have going on—plan accordingly. You'll have plenty of opportunities for your WARMACHINE or HORDES armies to duke it out with your comrades.

This issue is also the last one showing previews for the forthcoming *WARMACHINE: Legends* book, slated for release in August. Players get a tantalizing look at some of the new faction-specific cavalry models charging their way across the battlefield. As Matt Wilson mentioned in the "Future of WARMACHINE" article back in Issue 15, *Legends* will end the chapter of the current story arc, resolving some plot points and setting up plenty of new ones. That said, let me state it here that the sky is most definitely not falling and *Legends* does not spell the end of WARMACHINE. Quite the contrary! The Iron Kingdoms is a vast place and the conflicts described in *Prime Remix, Escalation, Apotheosis*, and *Superiority* are only part of the tale. Rest assured that that while many battles have raged over the years, the war is far, far from over.

The countdown also continues with more Monsterpocalypse information. This issue, we look at two sinister factions of that universe: the Lords of Cthul and the Shadow Sun Syndicate. Expect to see even more information about Monsterpocalypse and its titanic fighters in future issues of No Quarter.

We're proud to announce that Summer Rampage is back! After the huge response from its debut back in 2007, we're ramping up the action and making the battles bigger and nastier than ever. See page 70 for more details on this fury and focus filled event and see the full details in NQ 19.

As an added bonus, issue 19 of No Quarter magazine will feature a pullout poster map that includes the new, updated map of western Immoren that shows how the war has changed the borders of this conflict, post *WARMACHINE: Legends*. Use this map to help wage your battles for the Summer Rampage event or hang it with pride in your game room—a wise general knows the terrain he's fighting over!

As always,..

Play Like You've Got a Pair!

Eric Cagle

—Managing Editor

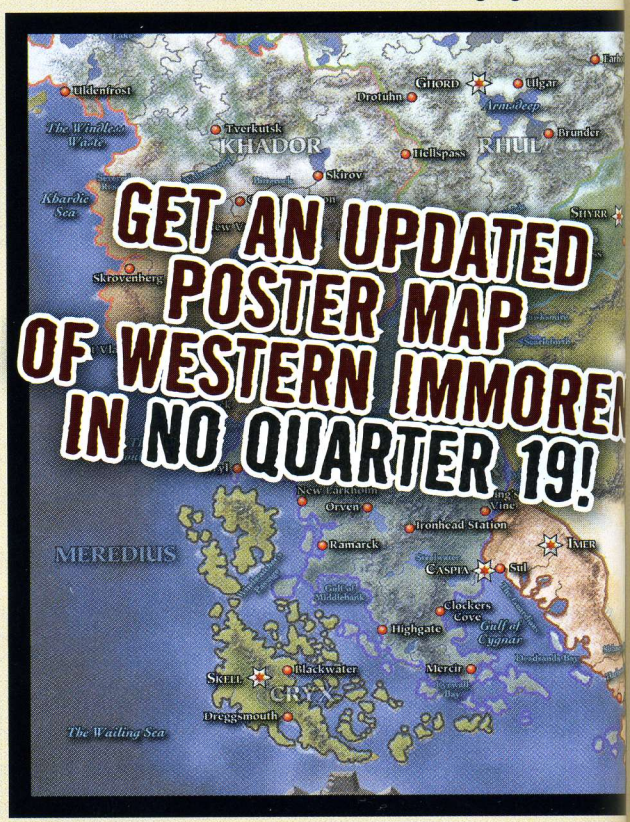


TABLE OF CONTENTS

Issue No. 18

Fire in the Hole 2
Letter from the Editor-in-Chief

Bosun's Call 4
Letters to the Editor and general shenanigans

News From the Front 5
Events and important news from around the world

New Releases 7
The latest Privateer Press products for May and June

Portents of the Divine 14
A glimpse of the divine hints at looming danger in this new IK fiction

Legends on the Charge 26
A preview of *WARMACHINE: Legends* Dragoons and Mercenaries

The Gamers' Journal: Studio Showdown, Part 2 47
The Studio crew bolster their armies to 500 points of focus and fury

Modeling & Painting: Painting High Exemplar Gravus 52
Have horse, will travel. See how to paint this Protectorate dragoon

Modeling and Painting: Speed Painting Nephilim 55
Tips and tricks for getting your army painted fast, fast, fast!

Painting Challenge: Alternate Sculpt Challenge 57
Do things a little different using only alternate sculpts of the models

Secrets of the Wild: Soul of a Soldier 58
There's a good reason why the Skorne control half the continent

The Gavyn Kyle Files: Lich Lord Asphyxious 66
Servant of Toruk, Iron Lich Asphyxious comes to (un)dead life

Summer Rampage 70
It's meat versus metal again with a look at the 2008 Summer Rampage

The Pendrake Encounters: The Slag Troll 72
Have a run in with a troll that gets a LOT of iron in its diet

Monsterpocalypse: Agendas and Factions, Part 2 76
A look at two Monsterpocalypse factions on the more sinister side

Guts and Gears: The Destroyer 78
Its back to basics with this classic Khadoran warjack

Independent Retailers 84
A worldwide list of retailers that carry Privateer Press products

Parts Bin 91
A look at individual parts available in the Privateer Press Store

Drawn & Quartered / Player Gallery 93
IK inspired comic and some of the best fan-based paint jobs around

BOSUN'S CALL

LETTERS

FROM THE DEPARTMENT OF SHAMELESS AGGRANDIZEMENT

After returning from my military deployment in November, I didn't seem to have much drive to play the miniatures games that I love. Getting back with family and the holidays took up all my time. However, I picked up No Quarter #16 today and read the article on General Adept Nemo. Being a Cygnar player, I find myself entirely juiced to throw down some heavy metal once more! Thank you Privateer Press for making not only a fun game, but an engrossing one as well.

—Brian Huss

I thought I might drop a friendly note off from the other side of the pond about your magazine. I feel such magazines tend to reflect the care a games company has for their published system. Being a reader of another miniatures game company's magazine (*ahem*), I am quite impressed with the WARMACHINE/HORDES system and then was more than impressed with this magazine. Keep up the excellent work!

Yours in WARMACHINE.

—Damien Hennessy (aka Barone on the forums)

Last issue, we printed one of the few bits of "hate mail" that has been sent to the Editor-in-Chief desk. Okay, sure, it was only masquerading as hate mail, but we'll take our props where we can get them. It's great to see players come back to the game after a long hiatus or even switch from a different system to see the sort of metal-grinding, fury-raising fun that is WARMACHINE and HORDES.

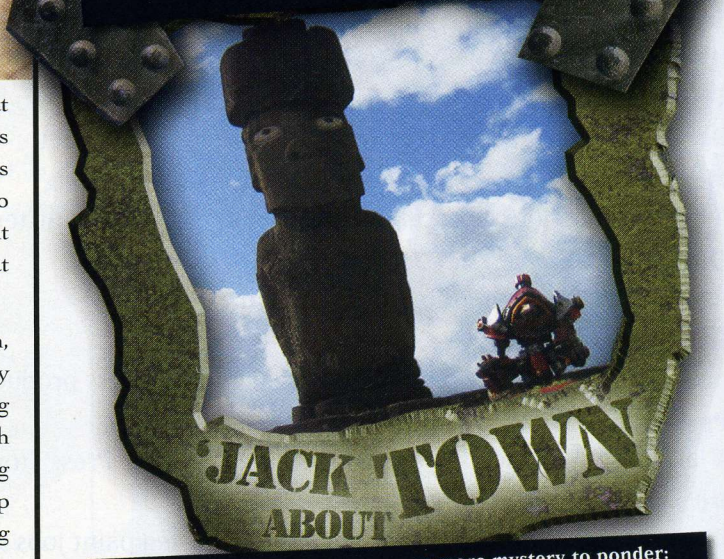
Welcome back, Brian, and welcome in general to you, Damien, but don't just stop there. We're sure plenty of friends and family members have curiously eyed those strange metal men sitting on your gaming table. Introduce them to the experience with a quick 350-point game, or set them down at your painting desk, stick a paint brush in their hand, and let them paint up their own warjack or warbeast. Who knows, you might bring another gamer into the fold who'll learn to love the game as much as you do!

Jay Weimer, George Goodrich, and John Goodrich pulled some strings at TempleCon 08 (see NQ 17) to have a running game of WARMACHINE in the hotel's elevator. Riders were treated with an example of how the game plays, all in the confines of a small metal box

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.



Jason Ellsworth-Ault gives us one more mystery to ponder: How could an ancient, primitive culture build a Castigator to defend their sacred idols?

NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *submissions@privateerpress.com*

PRIVATEER PRESS 2008 EVENTS SCHEDULE

Privateer Press will be out in full force in 2008 with a presence at most of the premier gaming conventions. Stop by the booth, and sign up to play in one of many HORDES and WARMACHINE events.

Origins (Columbus, OH 6/25 - 6/29)

Day	Event	Reg starts	Start time	End time
Thursday	**Tour of Duty**	**n/a**	**10:00 am**	**6:00 pm**
This 350-point Rage and Rivets event pits you against three other players fighting for the glory of their faction! This event runs every day. The faction with the most points at the end of the show earn prizes and bragging rights!				
	War! (part 1 of 2)	**10:00 am**	**11:00 am**	**6:00 pm**
This is a 1,500-point, two-part Rage and Rivets event. When objectives can no longer be achieved by deploying small forces and both sides refuse to yield, nothing less than War can resolve their differences.				
Friday	**Tour of Duty**	**n/a**	**10:00 am**	**6:00 pm**
As Tour of Duty above.				
	War! (part 2 of 2)	**10:00 am**	**11:00 am**	**6:00 pm**
Final two rounds.				
	Midnight Madness	**7:00 pm**	**8:00 pm**	—
Midnight Madness is back again. Come play into the night and have a blast... until the men in the while coats come to take us away! This is a 500-point Rage and Rivets event.				
Saturday	**Tour of Duty**	**n/a**	**10:00 am**	**6:00 pm**
As Tour of Duty above.				
	Origins Open Qualifier	**11:00 am**	**12:00 pm**	**5:00 pm**
Bring your best 750-point list, and see if you have what it takes to make it to the final round on Sunday! Matches start at 12:00 pm and run for three rounds. Only the top four players will go on to the final two rounds on Sunday!				
Sunday	**Tour of Duty**	**n/a**	**10:00 am**	**3:00 pm**
As Tour of Duty above.				
	Origins Open Final	**n/a**	**10:00 am**	**3:00 pm**
The final top four players switch to their 1,000-point lists to see who amongst them will walk away undefeated!				

Gen Con (Indianapolis, IN 8/14 - 8/17)

Day	Event	Reg starts	Start time	End time
Thusday	**Tour of Duty**	**n/a**	**11:00 am**	**6:00 pm**
As Tour of Duty above.				
	1st Qualifier for Masters	**11:00 am**	**12:00 pm**	**5:00 pm**
Bring your best 500-point list, and see if you have what it takes to make it to the next day of Masters qualifiers on Friday! Matches start at 12:00 pm and run for two rounds. The top 32 players go on to the second qualifier on Friday to fight for a seat in the Finals on Sunday!				
Friday	**Tour of Duty**	**n/a**	**10:00 am**	**6:00 pm**
As Tour of Duty above.				

Gen Con (Indianapolis, IN 8/14 - 8/17) cont.

	2nd Qualifier for Masters	**11:00 am**	**12:00 pm**	**6:00 pm**
The Qualifiers jump to 750-points as we see which four players have what it takes to get to the Finals on Sunday! Matches start at 12:00 pm and run for three rounds. The top 4 players will go on to the Masters Finals on Sunday!				
	Grand Melee	**10:00 am**	**11:00 am**	**6:00 pm**
This is a 750-point Rage and Rivets event.				
	Grand Melee	**10:00 am**	**11:00 am**	**6:00 pm**
If you did not make it into the second round of Qualifiers for the Masters, your ticket gets you into this event! This is a 750-point Rage and Rivets event.				
Saturday	**Tour of Duty**	—	**10:00 am**	**6:00 pm**
As Tour of Duty above.				
	Hardcore	**9:00 am**	**10:00 am**	**8:00 pm**
Are you ready for Hardcore? If 750-point lists, 7 minute timed turns, and a fully painted army requirement all sound like your idea of a good time, you should come and show us what you are made of! This year the competition is fiercer than ever with the addition of HORDES to the Hardcore format. *Note:* This event may run long, so keep your dance card reserved for us.				
Sunday	**Tour of Duty**	—	**10:00 am**	**3:00 pm**
As Tour of Duty above.				
	Masters Final	**9:30 am**	**10:00 am**	**3:00 pm**
The final top four players switch to their 1,000-point lists to see who among them will walk away undefeated!				

PAX (Seattle, WA 8/29 - 8/31)

Day	Event	Reg starts	Start time	End time
Friday	**Tour of Duty**	—	**2:00 pm**	**6:00 pm**
As Tour of Duty above.				
	Working Mans	**6:00 pm**	**6:30 pm**	
This is a 500-point Rage and Rivets event.				
Saturday	**Tour of Duty**	—	**10:00 am**	**6:00 pm**
As Tour of Duty above.				
	Grand Melee	**10:00 am**	**11:00 am**	**5:00 pm**
This is a 750-point Rage and Rivets event.				
	PAX Invitational Final	**10:00 am**	**11:00 am**	**5:00 pm**
Winners from stores all over the Pacific Northwest face off in this 3rd annual invitational!				
Sunday	**Tour of Duty**	—	**10:00 am**	**3:00 pm**
As Tour of Duty above.				
	Grand Melee	**10:00 am**	**11:00 am**	**5:00 pm**
This is a 750-point Rage and Rivets event.				

AUSTRALIAN NATIONALS

In January 2008, the first official Australian Nationals tournament took place at Arcanacon in Collingwood, Melbourne. Thirty-eight players from around the country came to vie for the coveted Jackhammer trophy and the right to proclaim themselves a national champion. In a victory for the Motherland, Heath Eblen emerged as the tournament winner after six close-fought rounds. The Fastest 'Caster Kill (and the beer mug for Best Sportsman) went to Terry Masson and his Cryx army, proving that it's possible to be a nice guy and still run a cutthroat assassination list.

After the first day's tournament rounds concluded, games continued into the evening with the first State of Origin title being decided over six games and a lot of beer. Congratulations to South Australia, who convincingly took the trophy home after winning five of their six rounds!

Overall Champion: Heath Eblen (Khador)
2nd place: Damien Russell (Protectorate of Menoth)
3rd place: Joel Dodd (Legion of Everblight, Best HORDES player)

Heath Eblen, Champion of Oz!

The St. Louis Riverdogs are pleased to announce their First Annual "Privateer Weekend" at Diecon 8, May 30th – June 1st, in Collinsville, IL. This convention contains three days of spine crushing, cortex smashing fun over seven events. Featured events include three Steamroller competitions, an ongoing Tour of Duty competition, painting competitions, an Iron Kingdom knowledge test against Captain "Saulty Dog", and the main WARMACHINE event of the weekend—an official Hardcore tournament on Saturday, May 31st.

DIE CON 8

D I E • C O N 8

For more information, go to: **www.diecon.com**

HORDES AND WARMACHINE AT GEN CON OZ!

The forces of HORDES and WARMACHINE are going down under this summer. The first Gen Con Oz runs from July 3rd – 6th at the Brisbane Convention Centre, Queensland. At the time of this writing, events include a Steamroller tournament (500-points, WARMACHINE and HORDES, Saturday July 5th) and Australia's first official Hardcore event (750-points, WARMACHINE only, Sunday July 6th).

For more information, go to:
www.genconoz.com

NEW RELEASES

Cygnar Captain Arlan Strangewayes, Arcane Mechanik
Sculptor: Edgar Ramos
PIP 31056 • $13.99

Protectorate Vassal of Menoth
Sculptor: Aragorn Marks
PIP 32055 • $7.99

Khador Yuri the Axe
Sculptor: Bobby Jackson
PIP 33058 • $14.99

Cryx The Withershadow Combine
Sculptor: Jeff Grace
PIP 34060 • $24.99

Legion of Everblight Scather Weapon Crew
Sculptors: Bobby Jackson & Ben Saunders
PIP 73029 • $27.99

MAY 2008

MAY 2008

MAY 2008

NEW RELEASES

MAY 2008

SKORNE KARAX
SCULPTOR: VLADD JÜNGER
PIP 74032 $49.99 • PIP 74033 $15.99

JUNE 2008

CYGNAR MAJOR KATHERINE LADDERMORE
SCULPTOR: STEVE SAUNDERS
PIP 31055 • $29.99

JUNE 2008

CRYX DARRAGH WRATHE
SCULPTOR: JEFF GRACE • PIP 34058 • $29.99

COMING SOON!

KHADOR FENRIS
SCULPTOR: STEFAN NIEHUES
PIP 33057 • PRICE TBA

NEW RELEASES

PROTECTORATE
HIGH EXEMPLAR GRAVUS
SCULPTOR: GREGORY CLAVALIER
PIP 32054 • $37.99

MERCENARY THOR STEINHAMMER

ONE OF THE BEST-PAID MERCENARIES IN WESTERN IMMOREN, THOR STEINHAMMER REPAIRS AND COMMANDS WARJACKS WITH OUTSTANDING SKILL. THIS CONSUMMATE COMBAT MECHANIK CAN COAX UNHEARD-OF PERFORMANCE OUT OF HIS MACHINES, SCORCH ANY NEARBY ENEMIES WITH HIS EVER-READY TORCH, AND KEEP THE WARJACKS OF OTHER SELL-SWORDS IN FIGHTING TRIM, ALL FOR A REASONABLE FEE..

SCULPTOR: ARAGORN MARKS PIP 41063 $11.99

FORMULA P3 SUPER GLUE

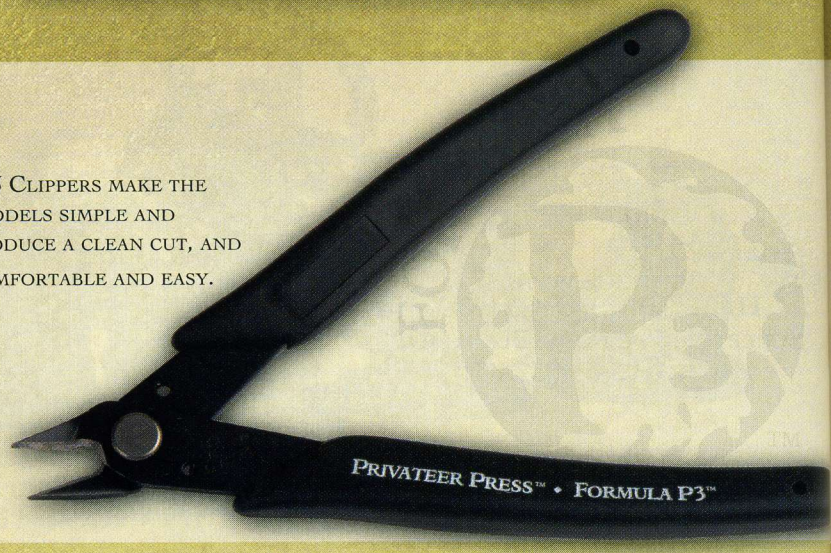
THIS ADHESIVE COMBINES BOTH VERY HIGH BONDING STRENGTH AND RAPID CURING SPEED FOR AN EASY AND CONVENIENT HOBBY EXPERIENCE. THIS FORMULA HAS EXCELLENT FLOW CHARACTERISTICS AND A PIN CAP TO PREVENT BLOCKAGES.

PIP 93093 • $6.99

JUNE 2008

JUNE 2008
JUNE 2008

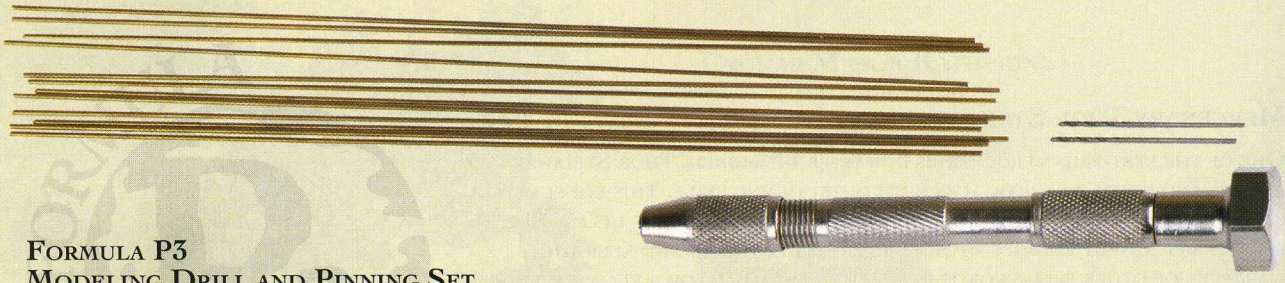
NEW RELEASES



FORMULA P3 CLIPPERS

STURDY, STRONG, AND DURABLE, FORMULA P3 CLIPPERS MAKE THE FIRST STEPS OF CONVERTING AND CLEANING MODELS SIMPLE AND STRAIGHTFORWARD. THEIR OFFSET BLADES PRODUCE A CLEAN CUT, AND THE SPRING RETURN MAKES EXTENDED USE COMFORTABLE AND EASY.

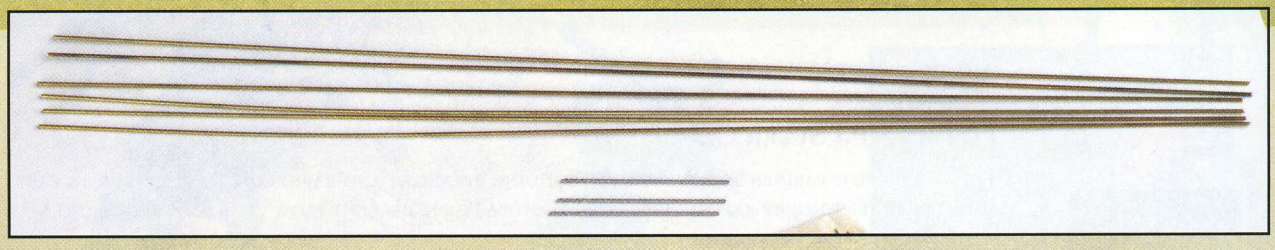
PIP 93095 • $14.99



FORMULA P3 MODELING DRILL AND PINNING SET

ALL MODELS BENEFIT FROM THE EXTRA DURABILITY PROVIDED BY PINNING DURING ASSEMBLY. THE FORMULA P3 MODELING DRILL AND PINNING SET PROVIDES THE CONTROL AND COMFORT NECESSARY TO MAKE PINNING YOUR MODELS EASY. THIS SET INCLUDES A DRILL (ALSO KNOWN AS A PIN VICE) WITH TWO .85MM BITS AND 12 .85MM BRASS RODS (PINS) SUITABLE FOR PINNING WARJACKS, WARBEASTS, AND TROOPER MODELS. ADDITIONAL SIZES ARE ALSO AVAILABLE, LOOK FOR FORMULA P3 PINNING EXPANSIONS.

PIP 93096 • $12.99

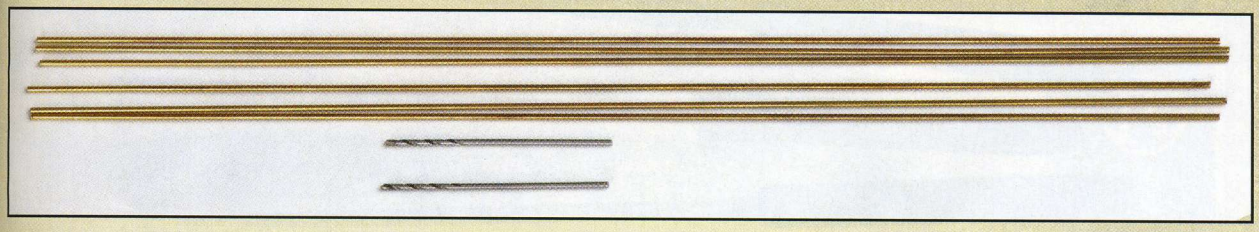


PINNING EXPANSION: .50 MM

USED FOR PINNING DELICATE AND THIN MODELS, THIS EXPANSION SET FOR THE FORMULA P3 MODELING DRILL PROVIDES SMALLER DRILL BITS AND BRASS RODS TO PIN FINE MODELS. REFILL SET INCLUDES THREE .50MM DRILL BITS AND SIX .50MM BRASS RODS IN SIX INCH LENGTHS.

PIP 93097 • $4.99

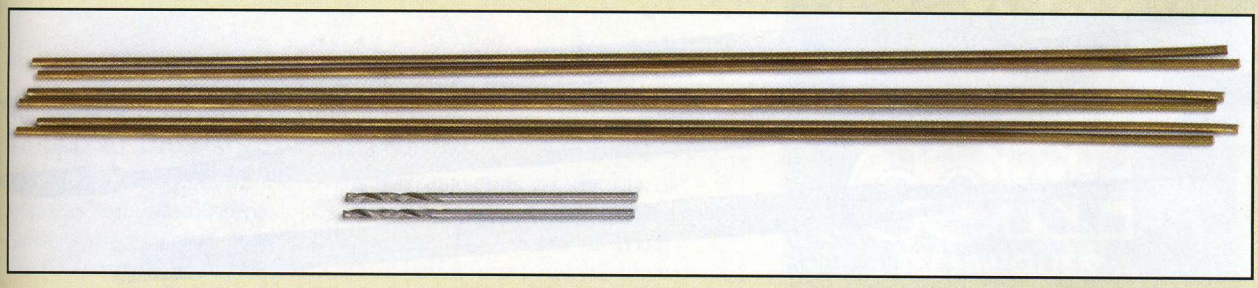
NEW RELEASES



Formula P3 Pinning Expansion: .85 mm

Used for pinning most trooper models, this expansion set for the Formula P3 Modeling Drill includes replacement drill bits and brass rods. Refill set includes two .85mm drill bits and six .85mm brass rods in six inch lengths.

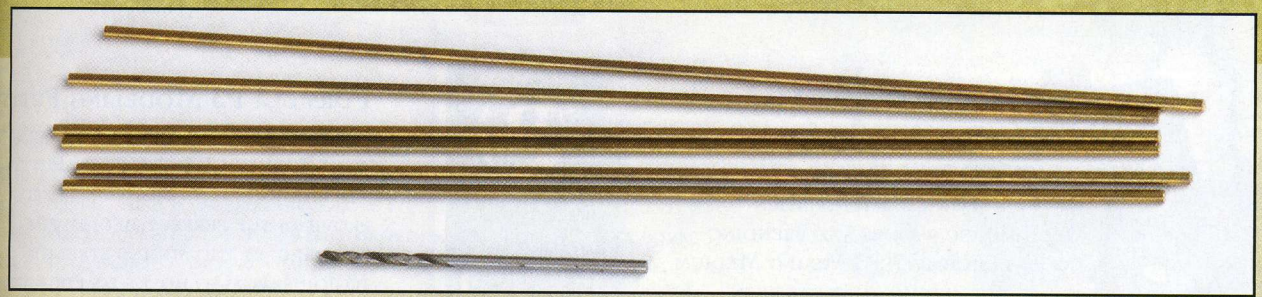
PIP 93098 • $4.99



Formula P3 Pinning Expansion: 1.25 mm

Used to pin large warjack or warbeast parts, this expansion set for the Formula P3 Modeling Drill contains larger drill bits and brass rods for longer or heavier models. Refill set includes two 1.25mm drill bits and six 1.25mm brass rods in six inch lengths.

PIP 93099 • $4.99



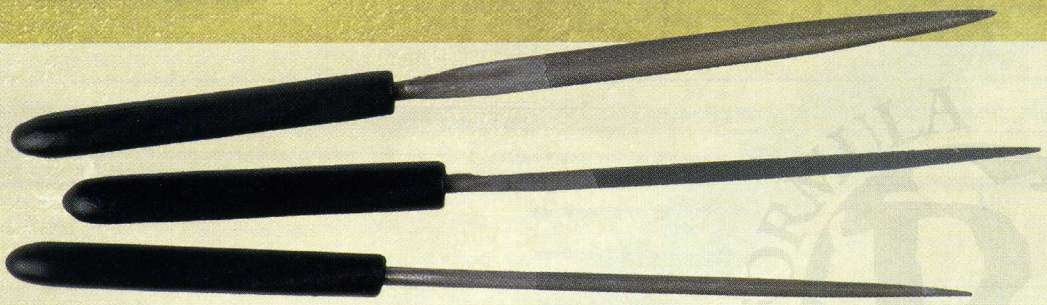
Formula P3 Pinning Expansion: 1.90 mm

Used for large modeling projects or replacing whole spear shafts, this expansion set for the Formula P3 Modeling Drill provides drill bits and brass rods for the heaviest models. Refill set includes one 1.90mm drill bit and six 1.90mm brass rods in six inch lengths.

PIP 93100 • $4.99

JUNE 2008
JUNE 2008

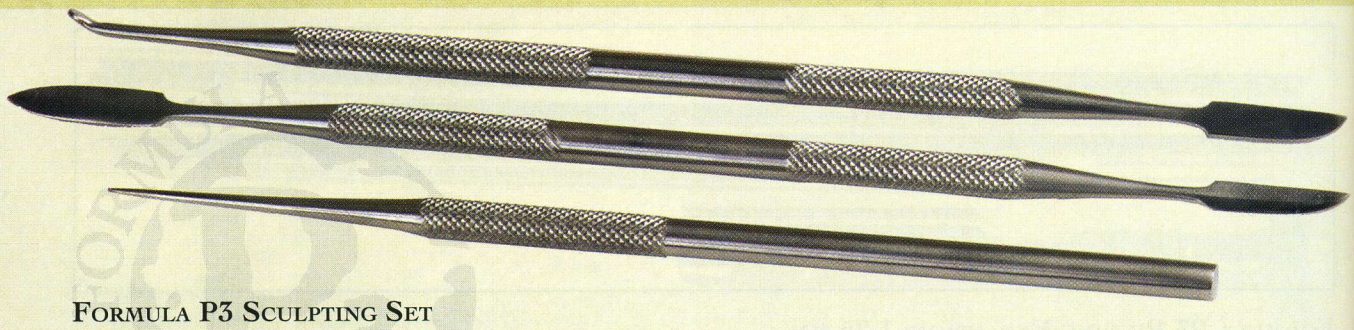
NEW RELEASES



Formula P3 File Set

This set of three files is an essential tool for preparing your models for assembly and painting. The Formula P3 File Set includes a round, half-round, and a triangular file for removing flash and mold lines.

PIP 93101 • $8.99



Formula P3 Sculpting Set

The Formula P3 Sculpting set contains three tools with all the most common and useful shapes to sculpt or modify miniatures. Containing a needle tool, spatula blade, flat blade, smoothing edge and more, this set is ideal for use with Formula P3 Modeling Putty.

PIP 93102 • $9.99

Formula P3 Mixing Medium

Painters of all skill levels use mediums to thin their paints to improve flow characteristics when mixing washes and blending colors. Formula P3 Mixing Medium is a matte medium that has been formulated specifically for use with the Formula P3 Paint line, so that you can get the most out of your painting experience.

PIP 93106 • $4.99

Formula P3 Modeling Putty

Improve the look of your models with Formula P3 Modeling Putty. This high-quality modeling putty provides the perfect medium for filling gaps and adding strength to joins. It also holds its edge and retains an amazing degree of detail, making it perfect for sculpting fine details on your models while using the Formula P3 Sculpting Set.

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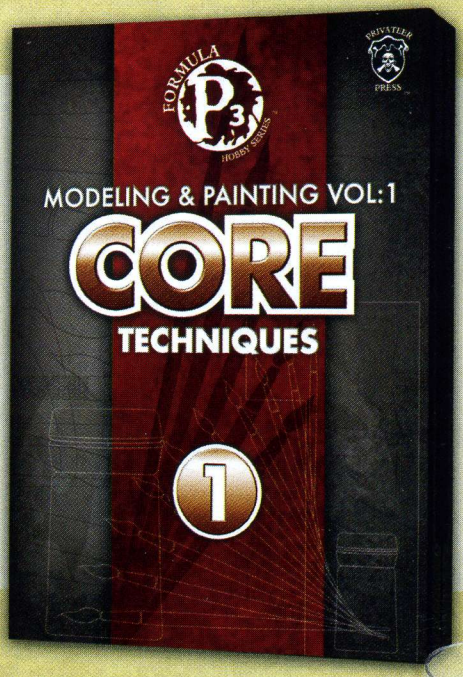

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Portents of the Divine

Story by **Douglas Seacat** • Art by **Karl Richardson, Florian Stitz,** and **Eva Widermann**

Archonomancy (n.) *— The practice of predicting the future or a specific future event by interpreting the posture, gestures, and words spoken during a holy manifestation of one or more archons representing the Host of Morrow.*

— Concise Theological Dictionary, Sancteum Seminary College

Fall 606 AR, the Sancteum, Caspia

As Primarch Arius retreated to his chambers for the evening, his feet felt heavier than usual, the climb more wearisome. Behind him, his two guardians shared a familiar look of concern. No other outsiders saw the troubles and uncertainties that plagued this great and holy man.

Strangers could overlook the fact that the head of the Church of Morrow was an aging, mortal man. The last several years had been difficult. Arius showed his age more than ever, although he remained energetic for someone who had walked Caen for seventy-three years. The burden on his shoulders, heavy even in times of peace, had become crushing with the outbreak of war.

His escort took up station outside his chambers and bid him a good rest. They stood vigil as a formality; the hollowed upper floor of the Archcourt Cathedral at the heart of the Sancteum ranked among the most secure locations in western Immoren. Even disregarding Caspia's formidable garrison, the Sancteum boasted its own small army of priests, monks, paladins, and pious knights who patrolled the grounds. Even though enemies occasionally tested the outer walls of Caspia, the Sancteum remained inviolate.

Arius had long ago removed any ostentatious trappings from his chamber; he kept only those with historical or inspirational significance. The room had no importance to him except as a place to lay his head at night for a few hours of peace. He spent his days below seeing to the business and spiritual wellbeing of the Morrowan faith and the Cygnaran nation, conducting high services, or guiding the Church with the Exordeum. Recently he had spent too much time offering advice to King Leto Raelthorne. The king had taken to seeking Arius' advice in place of the lord high chancellor, a post Leto had yet to fill. The primarch had never felt entirely comfortable filling this role, as secular concerns had little to do with the calling of his faith. The nobles did not welcome his presence, and his political efforts had created resentment among his subordinates.

The primarch banished these thoughts. He stood by the dignified bust of his predecessor Primarch Nestor, kept here instead of alongside the others in the hall outside as a reminder. "I have never been able to extricate myself from the affairs of state as you once did," Arius said to the statue, a habit he indulged in more frequently of late. He thought of the occasionally quietly–voiced opinion in the Sancteum that Nestor's political isolation contributed to the rise of the tyrant Vinter Raelthorne IV. "I never believed that," Arius muttered, though he had taken a more proactive stance during his tenure. "Has it made a difference?" he asked the bust, "and if so, for better or worse?" He received the usual silence in reply.

He approached an ornate elevated stand set within a windowed alcove and lit by several candelabra. Here, covered by an ornamented silk drape, lay the Enkheiridion, brought up by discreet attendants each evening from its display on the cathedral's central altar below. The original holy book and most sacred relic of the Morrowan faith, hundreds of pilgrims came every day to look upon the

massive book. Only the primarch could touch its pages directly, however, a privilege Arius found humbling and wondrous even after so many years.

The true Enkheiridion never failed to stir his heart. Lost for centuries until Ascendant Angellia recovered it, the actual hands of Morrow and Thamar had penned these conjoined pages before their ascensions. The pristine tome demonstrated no sign of decay or wear despite the passage of twenty-five centuries.

Referring to the book was a nightly ritual. He enjoyed observing the distinct and obvious difference in script between the Prophet and His Dark Twin. She had ornamented Her thin and elegant script with extended whorls, sometimes elaborated with intricate tiny writing that one could mistake for crosshatching. Her cursive lettering twisted such that one letter could appear as a different letter; a flourished 'A' could also be a 'B', or even an 'E'. Combined together, the text contained entire phrases that one could read simultaneously as completely different passages. Morrow wrote in the clean and stark lines of a practiced scribe or draughtsman. His text contained its share of enigmas, but they existed in the text, not in its script.

Each evening Arius sent a simple prayer to Morrow before sleep. He never expected an answer, but it helped guide his thoughts for the coming day. "Morrow, I beseech you, tell me our proper place in these days. Give me direction so I can guide your faithful to shelter." As he prayed he thought of the problems described in Rebald's Hurstwallen report and the patient machinations of Cryx. So many had died on the front lines and not received proper burials, their defiled bodies stolen for blasphemous rituals. He most hoped for guidance on this matter.

He closed his eyes and reached toward the divine. He felt it just out of reach, yet close. When he willed he could sense the presence of his god, as another man might rest his eyes on the ocean's waves lapping at the shore. After Arius offered his prayer, his question, and his thanks, he retired for the evening.

Arius snapped alert as he felt an icy wind knife through him. He looked down on a snowy and rugged landscape from high above. A chain of towering mountains, stretched like a row of gleaming teeth, broke the horizon. A line of weary stragglers marched out from among the sparse trees. He did not know their faces or attire, but their postures and bearing denoted misery, struggle, and refugees fleeing a destroyed homeland.

Arius at first took these men and women for humans fleeing the northern front, but he quickly saw his mistake. These mountains rose far taller than the peaks of northern Llael. As he drifted closer, he saw the refugees wore rich leather. Some had supple cloaks upon which they had sewn long feathers. They had pale and slender faces with lanky black hair, and he spotted sharply pointed ears. Some rode graceful steeds that looked like elk or other deer, only considerably larger and barded for war.

He realized with a start that he looked upon the enigmatic northern elves called Nyss. He had never met one of those reclusive winter elves. They had a reputation as a rugged and fearsome people, yet these appeared terrified and exhausted, as if they had faced horrors too terrible to endure. They marched like a people who had lost everything but the will to move. Arius felt sorrow and sensed that he now witnessed the destruction of an ancient and proud people.

He observed a most unusual procession behind the long line of initial refugee families. Dozens of Nyss labored to steady an enormous gleaming block of stone set upon sleds and pulled by antlered steeds. As it came closer, he saw this was a marble vault carved with sweeping curved runes that gleamed with inlaid silver. Arius remembered that writing was reputedly a holy mystery among the Nyss and exclusive to their priests.

He had difficulty pulling his eyes away. The vault conveyed a sense of enormous weight as the sleds sunk down into compacted snow. The air around it shimmered with cold radiance. Staring at the marble pained his eyes, as if staring into ice reflecting the sun. He felt the pull of something ancient and limitless contained within. He finally tore his gaze from its surface, and after its brilliance the surroundings seemed washed out, insubstantial. Arius observed dozens of tattooed Nyss on either side of the vault chanting in unison—priests or monks of some type, he had no doubt. While all the refugees looked tired, these priests had passed beyond exhaustion. They staggered as they chanted, as if only proximity to their holy vault gave them strength to continue.

At the front walked a Nyss so ancient Arius at first thought he belonged to another race. With a face lined by wrinkles and hair pure white, he seemed a ghost. Despite age, this one's proud posture and fierce eyes showed an unshakable resolve. As Arius drew closer, it seemed for a moment their eyes connected, and this ancient priest saw him. Somehow, Arius knew he observed his counterpart, the leader among the religion of these reclusive people.

He felt himself plunging into those eyes like falling into a well. A sudden eruption of violent images flashed before him. He saw bloodshed and chaos, the screaming of women and children. He saw burning wooden halls and homes, and Nyss warriors clashing with one another amid frozen streets. He saw a hulking creature unlike anything he had ever seen, a giant with horns curving down from its forehead that gripped a long, double-bladed weapon. Where it struck, Nyss exploded into shapeless ash. Arius saw a line of brave warriors fighting a last stand against their kinsmen, who looked twisted and wrong. Spiked protrusions pushed from their shoulders and arms. He witnessed the anguish of their priests as they fled and sacrificed all to preserve this stone vault from the horror that had come among them.

Arius awoke to painful clarity. The light on his eyelids came not from daylight but something brighter and whiter, uncolored by the stained glass windows lining his chamber. He sat up in his bed with a start and beheld an apparition standing across the room directly beside the Enkheiridion. Arius immediately clambered from the covers, and despite the aches of his aging body, knelt low upon the cold floor.

Light poured from the figure to fill the room with stark radiance. After a quick prayer, Arius lifted his gaze to behold the figure in full. This required an effort of will against the natural compulsion to look away. He beheld manifested divinity: an archon of Morrow, one of His sacred Host, whose visitation always brought a message and a warning, guidance in an enigma.

Arius had seen such figures multiple times before, most significantly the momentous day they had manifested to choose him as primarch, but even so he felt his mortal body quake. He knew he had little time to perceive crucial details. It was vital to take in every nuance. Everything an archon carried or wore held significance. The smallest change in expression or posture conveyed profound meaning. The figure wore simple robes of silver-white. Arcs of blinding light, difficult to view directly, swept out behind its back. This radiance distracted the eye and resulted in few identical descriptions of these beings. Sculptors often adorned archons with feathered wings in statuary to represent this light, a way for the mind to apply familiar forms to the ephemeral.

An archon had not come to Arius for years, and he felt both relieved and confused. The presence of this being that embodied the will of Morrow signified that his earlier dream held more than idle fancy. It baffled Arius that his god would show him the fate of a species isolated from mankind when he had expected guidance about the wars against the Khadorans, the Menites or predation by the walking dead. Arius immediately banished such doubts from his mind.

"What is your will? How may I serve Morrow?" Arius asked, although he knew that the apparition would not answer him in words. The archon simply stared at him with a calm expression. Only at this point did Arius realize that the being had resolved features from a smooth abstraction to a recognizable face. The primarch took in its features and continued to scan the form, eager to miss nothing. After what seemed a single long breath, the archon vanished, and the light faded.

Arius went to his desk, lit an oil lamp with shaking hands, and grasped parchment and quill. He began to transcribe the vision in as much detail as possible before it faded. Later he would write about the dream, but the archon's apparition was more immediately vital.

Before he wrote more than a few lines, he realized he needed to put a name to the face. He surprised the Sancteum guards when he jerked open his door. "Your Holiness?" they asked.

He ignored them, and walked barefoot to a long line of busts set along a stone bench running the length of the curving outer wall at the top of the grand staircase. Here sat over one hundred busts, the likenesses of almost every primarch since Morrow's Ascension, excepting only a scattered few whose likenesses they had failed to preserve in sculpture or had lost in mishaps over the centuries. Arius knew his own face would rest here soon enough.

The guards scrambled to follow, clearly concerned. "Is anything amiss, Your Holiness?"

"Bring my lamp, please," Arius said, distracted as his eyes scanned the busts. He could see just the features of the first row well enough in the limited light. A guard put the oil-lamp in Arius' hands, and he quickly found the likeness he sought, not far from the end of the line. He squinted at the name and mumbled, "Of course." He thanked the confused guards before returning to his chambers, too distracted to offer an explanation.

"What is your will? How may I serve Morrow?" Arius asked, although he knew that the apparition would not answer him in words. The archon simply stared at him with a calm expression.

Arius added several lines to his hastily penned notes. "Tonight's visitation was an archon bearing the likeness of Primarch Kielor Malistave, who held the office from 407-424 AR during most of the reign of Hector Sunbright IV." He paused and considered if he should double check a tome, but decided to confirm the facts later. Famed in his youth for his scholarly memory, Arius had found the knack fading in recent years, but tonight his mind felt afire with clarity.

He wrote: "Primarch Kielor notably penned a short treatise after a dialogue with an Iosan emissary, *On the Iosan Pantheon: Spiritual Beliefs of an Insular People*. This afforded the first glimpse given human theologians of the dominant elven faith and several stories of their gods, reputed to live among them, *corpus divinus*. Theologians criticized this treatise as short on facts and deemed it possibly a fanciful fabrication. It remains, however, the only treatise on Iosan religious beliefs. In his preface, the primarch identified his

source as a member of a minority sect calling themselves Seekers." Arius forced himself to stop. He must not allow tangents to distract him.

He reviewed his earlier list of hastily written observations and began to interpret them. He might have referred to weighty texts on the topic. Nearly every primarch received archon visitations, and they also manifested at times to other clergy. The Sancteum held centuries of accounts detailing their appearances and the interpretations of their portents. The topic held a particular fascination for Arius, however, and he had as much fluency in the indicators as any theologian of the Sancteum Seminary College.

"Right hand on hilt of a belted sword, half-drawn." One of the clearer portents, this signified the threat of bloodshed and that the Church must ready for action. The half-drawn sword, however, indicated readiness but caution. This presaged a defensive rather than offensive action and forewarned the warriors and battle chaplains of the faith.

"Left hand extended bearing a closed scroll encased in ivory, horizontal." This sign indicated the need to extend aid, succor, or sanctuary, particularly in a time of war.

Past this, the signs became enigmatic and debatable. Arius had seen volumes of theological text analyzing an archon's attire, posture, degree of inclination of the head, the tiniest details of expression, or whether a face was discernable at all. That this archon had worn a white sash for a belt knotted in a particular style, that he had stood with the right foot forward and weight on the left, the fact that he had looked at Arius directly and unblinkingly before fading away—all had significance.

Arius wrote all he could remember, even inconsequential details, and only then allowed himself to return to a dreamless and all-too-brief sleep.

Thirty-six exarchs, the highest-ranked leaders of the Church, comprised the Morrowan faith's governing body, the Exordeum. Very early the following day, Arius waited in his office as messengers summoned six of them. Lead by the primarch, the Exordeum managed a complex hierarchy spanning the four largest nations of western Immoren. *Three* nations and one occupied territory, Arius corrected himself, now that the empress has declared occupied Llael part of the Khadoran Empire. And that is what makes this hard task all the more difficult, he thought.

Arius considered the increasingly tense interactions in the Exordeum since the invasion, but ultimately remained confidant in their solidarity. The Church had endured many such conflicts in its more than two thousand year history. He recognized such rising tensions among the exarchs as inescapable. Even living in Caspia for a decade or longer could not eradicate the national loyalties of the nine Khadoran, five Llaelese, and six Ordic Exordeum members.

The carefully selected group responded to his summons in short order. The three Khadoran exarchs Jovras Makesh, Hedrosk Valtorskov, and Kasia Fodorovna responded first. The heavy-set Jovras, eldest of the Khadoran priests, would take offense most readily if excluded. Hedrosk, with his lengthy gray beard, was one of Arius' most vocal critics. His inclusion might forestall accusations of bias when word of this meeting reached the remainder. Arius considered their presence politics, smoke, and mirrors. He really wanted to address the younger Exarch Kasia Fodorovna. She had strong ties to the Korsk Vicarate Council and had proven a moderating influence on the temperamental and stubborn Khadoran vicars.

Next arrived Arius' ever-reliable friend Exarch Dargule of Llael, a slim and bookish man. The Khadoran exarchs stiffened at the sight of him, and the temperature in the room seemed to drop several degrees. Dargule pretended not to notice. He smiled amiably and offered them warm greetings. He went so far as to clasp Jovras' hand as if meeting an old friend, and ignored the Khadoran's displeased expression.

Dargule looked questioningly at the primarch, but Arius gave him nothing with other eyes watching. As the informal head of the Sancteum's highly efficient information gathering collective, nicknamed "Dargule's Mice" in the halls of power, the Llaelese exarch generally had information the rest of the Exordeum did not. His ignorance of this meeting's purpose certainly drove the infamously curious exarch to distraction.

The last two, whom Arius had chosen to ease internal politics during the inevitable discussions once word of this meeting spread, arrived shortly thereafter and bowed respectfully. The meek but intelligent Ordic Exarch Barsolo Randolfo, a man who rarely deigned to speak, preceded the Cygnaran Exarch Garsar Weatherby, a respected elderly priest with a reputation for absolute piety and unshakable neutrality.

"Thank you all for attending my summons," Arius said as the assemblage took their seats. "We have no time for ceremony or formalities. Last evening, Morrow graced me with a prophetic dream followed by the manifestation of an archon delivering His divine will." He paused to let them absorb this and watched their reactions.

"Left hand extended bearing a closed scroll encased in ivory, horizontal." This sign indicated the need to extend aid, succor, or sanctuary, particularly in a time of war.

Most took news of such a rare manifestation calmly. Exarch Hedrosk immediately adopted a doubting frown and steepled his fingertips. "Are you certain this was not an ordinary dream, Your Holiness? I mean no disrespect, but at our age, I find it best to be skeptical. The mind has a prodigious ability for self-deception."

Arius smiled shrewdly at his colleague. "Thank you for your concern for my mental well being. I assure you this was no flight of fancy. I have witnessed such manifestations before. This was genuine."

Hedrosk held up his hands in reluctant appeasement. The other Khadorans appeared similarly skeptical, but none spoke any doubts aloud. Arius had heard rumors circulating among the Khadorans regarding his "incipient senility". This part of an ongoing effort to discredit him originated from resentment for his influence over Cygnar's king.

Exarch Weatherby needed no convincing. "What was the archon's message, Your Holiness? What is Morrow's will?"

Gratefully, Arius turned to him and spoke in a voice modulated by years of delivering sermons. "Misfortune has stricken a people of the far north. Calamity threatens their very survival. Existence on Caen can be cruel, as we know. Every decade brings another war. Each war results in hundreds or thousands of deaths. The Church must endure, offer solace and comfort, and recognize it is not always in our power to prevent disaster. Yet on this day and in this hour, Morrow has bid us to extend a hand. I do not understand His divine motives. I cannot say why these suffering people should receive aid where others have not." The Khadoran exarchs listened closely, lured by the vague reference to the people of the north.

"Which people, your Holiness? How can we assist?" asked Exarch Kasia Fodorovna, her warm voice filled with genuinely pious concern.

Arius locked eyes with her. "This will not be an easy task. I have the utmost faith in the generous spirit of the Khadoran people, but giving shelter to outsiders, particularly of an unfamiliar faith and culture, will provoke opposition. The people in need are the Nyss, the elves of the Shard Spires. Even now hundreds or perhaps thousands of Nyss refugees flee south from their burning mountain homes, chased by some nameless horror."

Hedrosk spoke aloud amid the surprised exclamations. "The Nyss are little better than bloodthirsty savages! Every year they cut down dozens in the far northern communities on accusations of trespassing." He shared a look with his fellow Khadoran exarchs, who nodded

agreement. "If not for the harsh and empty nature of their lands, the border legions would have driven the Nyss from Khadoran soil long ago and exterminated any who resisted. The empress considers them interlopers and tolerates them only so long as they stay away from civilization."

Even Dargule looked bewildered, shocked into silence. Exarch Jovras asked, "Why would Morrow task us to lend aid to strangers, when those of his faith are facing horrors every day? What of the Cryxian raiders despoiling coastal villages or plundering our holy grounds?"

Arius spread his hands. "I do not know. We may not learn the answer in my lifetime. This is the way of our patron, whose vision pierces history. He asks little of us as we work to discover our own paths. Archons bring direction only at pivotal moments, aligning events in a difficult struggle to achieve the greater good."

Kasia asked, "What is the horror you say threatens the Nyss?"

Arius shook his head, unwilling to describe precisely what he had seen. "I do not know. The portents indicate forces of darkness moving into a conjunction. It seems as if multiple evils chase these refugees, each fiendish and inhuman."

Exarch Hedrosk frowned deeply and pulled at his lengthy beard, his cheeks red. "This is too much. Without corroboration, based on the figments of a dream–"

Arius' eyes narrowed as he cut Hedrosk off. "The Exordeum will receive a detailed account of the archon's manifestation and my interpretation of its portents. You can scrutinize and debate its merits at your leisure, but do not mistake my words. This is not a matter we will put to a vote. Morrow has revealed what we must do. I require your help to see it come to pass."

Hedrosk looked deeply unhappy but lowered his eyes. All of those present, even Arius' critics, knew Morrow had chosen the man before them to lead His mortal clergy. The Exordeum could disagree with him, and make their displeasure known, but ultimately they must obey. Arius disliked taking such a hard stance, and reserved the voice of final authority for when subtler persuasions failed.

"Exarch Kasia Fodorovna, I rely on you to deliver instructions as swiftly as possible to the Korsk Vicarate Council. It is a bad time for travel between our kingdoms, but I know you are up to the task. Make it known that the faithful must assist in providing these refugees with shelter. Open the doors of the Katrinska Cathedral to receive the displaced Nyss leaders, including their holy men and women. Protect them. Anything that threatens them henceforth threatens the Church of Morrow. Whatever the nature of their enemies, use your power and influence to rebuke it. If the Khadoran vicars need our assistance, it will be rendered."

Exarch Jovras sniffed at this, as if finding the suggestion that the Khadoran vicars would ever ask for aid from Caspia a personal affront.

Arius continued, "It will be your responsibility, as well as those of your countrymen," his wave took in Jovras and Hedrosk, "to arrange for an immediate audience with Empress Ayn. I will provide the sigil of my office to underline the importance of this task. Convince her that we are offering holy sanctuary to these unfortunate souls, as is our ancient and inviolable right. Knowing the empress to be a devout woman of our faith, and of noted generous spirit, I have no doubt she will cooperate."

The Khadoran exarchs shared expressions of dread. "Of course," Exarch Jovras managed to choke out, still digesting the thought of delivering thinly veiled ultimatums to Empress Ayn Vanar. "I am sure she will... happily assist."

"Of course," Exarch Jovras managed to choke out, still digesting the thought of delivering thinly veiled ultimatums to Empress Ayn Vanar. "I am sure she will...happily assist."

Arius chose to ignore any sarcasm. "I have no idea how the Nyss will react to our offer. Keep me appraised. They are likely to be suspicious and wary. We must convince them it is in their interests to accept our protection. Some among them may wish to scatter and seek shelter abroad. Let them do as they will. We cannot watch over them all. Our foremost concern is their holy caste. They bear a relic, a holy item Morrow has asked us to help safeguard."

Clearly the thought of Morrow requiring them to watch over the unwholesome relic of an inhuman faith was almost too much for Exarch Hedrosk to bear. Once he had managed to regain some composure, he spoke through gritted teeth. "This is unprecedented and absurd. Morrow save us if this proves to be an ill-conceived folly inspired by too much wine."

The others clearly felt Hedrosk had crossed a line and looked to him with expressions of shock and distaste. Arius merely chuckled and gave a sad smile to the angry exarch. "Time will tell. In truth, I will be relieved if time proves you correct. Nothing would please me more than to accept that I am a crazy old man, that everything is in order, and that Morrow feels no need to lend us His guidance. I have faced the fact that we enter a time of turmoil and destruction. Dark clouds gather."

They sat silently considering his words. The exarchs knew Arius as a man of optimism, more inclined to speak words of hope than doom. Nor had Arius finished. He

gathered a breath to speak the more difficult part. "When you meet with Empress Vanar and her court, the other matter you must arrange is to facilitate the arrival of a force of Precursor Knights who go to Korsk to stand vigil over this relic."

Hedrosk now looked on the verge of apoplexy. He shifted in his chair and sputtered, "Impossible! They will never stand for this. Never!"

This seemed almost too much even for the temperate Kasia. She leaned forward. "Primarch, the Precursor Knights are a distinctly Cygnaran order. Khador and Cygnar stand at war. You cannot expect Empress Vanar to welcome the armed soldiers of her enemy into her capital."

"I can, and she will." Arius' voice remained mild but conveyed that he would brook no disagreement. "That will be your task. She must understand this matter transcends national borders and conflicts. This is the manifested will of Morrow. We must take every measure to ensure its success. The knights we send will be aware that they represent the church and not Cygnar."

Exarch Jovras protested, "We have our own holy knights and guardians. They can see to this."

"Your holy knights are brave and true servants of Morrow, I have no doubt," Arius agreed, "But those who commit to this mission must have heard my voice and looked into my eyes. I must know their hearts to be true. I cannot trust this to strangers, no matter how well intentioned and regardless of individual reputation. I will select the men for this task personally. The only men of our military arm I know well enough are among the Precursor Knights. I know this will cause tension, but it must be done regardless."

He spoke directly to Exarch Kasia. "I trust you to see this is done. Now, if you would excuse me, we must adjourn." They stood to leave, but Arius caught Dargule's eye. The Llaelese exarch lingered and let the others depart before him.

"Stay. Close the door." Dargule did so and reclaimed his chair with an almost rakish smile.

"That was–" Dargule began.

"This is no ruse." Arius said and leaned back in his chair.

"I didn't think for a second it was," The Llaelese exarch interjected. He looked almost wounded. "You must admit, this is a very strange situation. I don't suppose there is any room for interpretation in your little vision?"

"Of course there is." Arius corrected with a scowl. "This is prophecy and omen. You know how the archons work. It is up to us to discern their messages; they do not make it simple, or easy. For all I know, I could be completely wrong. Perhaps it was just a fever dream, or the first of many delusions proving age has stolen my wits. Certainly Hedrosk will make that case."

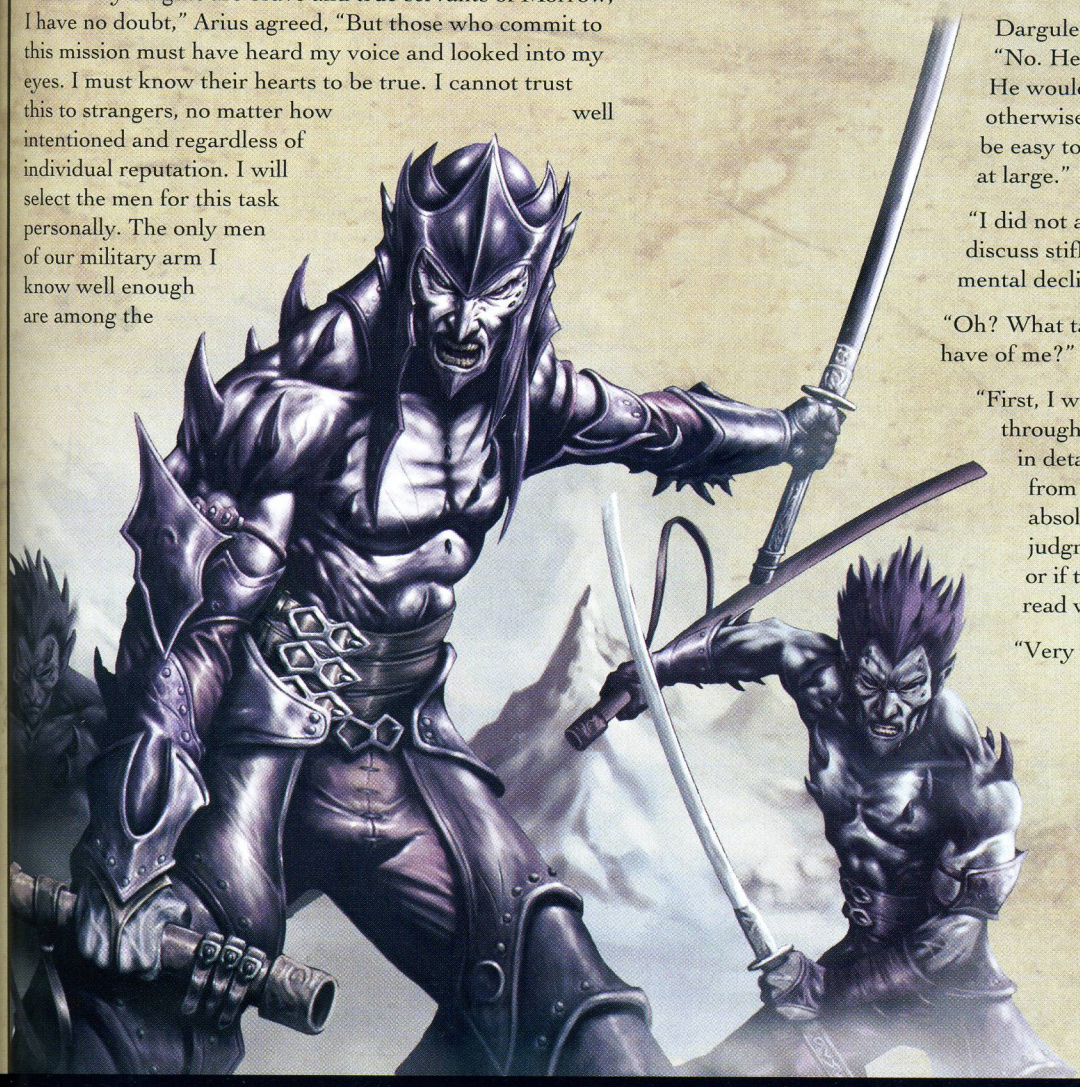
Dargule shook his head. "No. He believes you. He would not be so angry otherwise. Still, this will not be easy to sell to the clergy at large."

"I did not ask you to stay to discuss stifling rumors of my mental decline."

"Oh? What task would you have of me?"

"First, I would have you go through my interpretation in detail. I must know from someone I trust absolutely if my judgment is impaired or if the signs have been read wrong."

"Very well."



The door opened and custodians entered with a large stack of reference tomes. Dargule smiled at the primarch again and obediently took up the notes. He spent some time pouring over them and often referred to the books with Arius' expert guidance. This took hours, but Dargule showed no signs of impatience. He was well accustomed to research, albeit not in this field.

In the end he looked up with an expression more serious than his normal habit. "I can find no serious flaws, although this aspect here is very disturbing. You are certain the archon's feet were bare and scarred?"

Arius nodded once. "Yes. Perhaps even bleeding, although the light made it difficult to tell."

"According to these texts, that means we may not be able to do anything. All our efforts may be for nothing. The darkness that comes could be beyond our power to prevent. This is one of the darkest omens. The last time it appeared was just before the landing of the Orgoth–"

The primarch cut him off, "Yes. Still we must act, even if the chance of success is slim." He sighed.

"Could you possibly find him? Given time?"

The younger exarch frowned uncertainly. "Maybe. Anyone can be found, given time."

"See what you can manage."

"Of course. I warn you, what you ask may be impossible, at least in time to be of any use."

"I have faith in you." Arius smiled. "See what you can do."

"As you will." The exarch stood to leave and offered a respectful bow. "Morrow keep you, primarch."

"Ellena watch your journey, Exarch Dargule."

The exarch paused at the door and turned back to ask, "What is this holy relic Morrow expects us to protect? It must be important..."

Arius sighed and leaned back, his dignified face showing his age again. Deep lines on his brow marked every year of his life. Circles under his eyes displayed his interrupted sleep. He looked uncommonly frail and vulnerable. "I believe they bear a sealed vault containing the tangible *corpus* of a dying god. Do not reveal this to anyone. We must know more."

"I believe they bear a sealed vault containing the tangible *corpus* of a dying god. Do not reveal this to anyone. We must know more."

Dargule moistened his lips in a show of uncharacteristic timidity. "This could also mean that the knights you send north may not live through the mission. You likely send them to their deaths."

The primarch had never looked older than he did now. "You understand why I must pick them myself. Their blood will be on my hands, mine alone."

"Well." Dargule closed the last book with a sound of finality. "I will leave you to that unenviable task."

"Wait," the Primarch forestalled him. "There is one other matter. What do you know of an Iosan religious sect called the Seekers? Primarch Kielor Malistave identified them circa 415 AR."

"We know little of Iosan religion, as you know. Even before they closed their borders, it was difficult to acquire reliable information." He fell silent and closed his eyes to comb his nearly faultless memory. After a few seconds he opened them. "The Seekers are reputed to be a minority sect, mostly exiles. It seems to me any Iosan currently living in human lands could be a member of this sect. Their agenda has never been clear. I believe their founder still lives. Vyrillis Yryas, named by Malistave in his treatise."

Arius nodded, impressed even knowing Dargule as he did. He leaned forward to ask, "Do you know how to reach this exile?"

Dargule laughed and shook his head. "Of course not. You have an inflated opinion of my abilities."

Exarch Dargule's eyes widened but he said nothing else. He bowed deeply before leaving the room. The primarch closed his eyes and prayed but expected no simple answers. The waves of the divine lapped calmly on the shore, as remote and unfathomable as ever.

Over a hundred Precursor Knights gathered in impressive array within the Archcourt Cathedral, ranked along the central aisle stretching from the elevated altar through rows of pews to the massive entrance doors. They made quite a sight in their gleaming silvered armor and white tabards, with the shining Radiance of Morrow clearly visible on every shield. Light streamed down upon them from the stained glass windows lining the massive aisle and from apertures set high amid the vaulted and painted ceiling. Primarch Arius stood beside the altar to address them with the Enkheiridion set upon a nearby podium and opened for display. Ascendant Sambert had built the cathedral with a cunning arrangement of mirrors to direct light so that the sun's rays fell upon the open pages from dawn to dusk on cloudless days.

All those gathered fell silent as the primarch addressed them. "You honor me once again with your selflessness and courage. I am told we had to turn away many of your brothers once it became clear how many volunteers would step forward. I did not ask for volunteers to allow you to

demonstrate individual valor. For this expedition, I ask for volunteers because this will be a thankless and possibly fruitless task."

He paused to let that sink in. Precursors valued the abstraction of sacrifice for the greater good, but he knew few of these young men had endured the reality of that concept. "Before I make my final selection, a lecture on the nature of prophecy, if you will indulge me. Perhaps you came because you heard I had a vision from an archon of Morrow. This is true. We call Morrow 'the Prophet' for he sees into the future and sometimes graces us with that vision. To understand prophecy, you must understand such visions are not guarantees. Morrow does not deliver prophecy to provide us a reassurance of the likelihood of success. Morrow is one god of many clashing in the War of Souls and each bends their will to shapethe destiny of Caen. Other gods deliver prophecies and portents as powerful and certain as those of our patron. Even now among the Menites, the Harbinger has arisen to serve that function, speaking the will of Menoth. Her mortal eyes are blindfolded to allow her vision to penetrate to the divine."

He saw some of the knights shift in their armor at this, uncomfortable at the thought of that holy enemy. Arius continued, "Morrow is the Prophet because of his ability to see all the divine strands and find a way, however narrow and difficult, to arrange for the greater good despite opposition. This path is treacherous and winding. It leads to unexpected places and requires sacrifice. Those who strive against darkness sometimes do so with no awareness of how their individual efforts have contributed to the larger whole. Morrow's prophecies are not assurances. No, they are warnings. The warning he sends now is dire. He has asked us to lend a shielding hand to a people who suffer, to foreigners set upon and hounded by multiple evils. It might seem their fate means nothing to us, yet Morrow insists on their importance. The refugees we assist flee horrors they are powerless to thwart. We have a chance to shield them, yet Morrow warns that sometimes a shield and the arm that bears it can shatter beneath a heavy blow. By extending a hand, we put ourselves in peril. So be it."

Another pause and he concluded, "Ashes and ruin may be the only rewards for our efforts. I have accepted that burden, yet it will not fall on my shoulders. Each of you standing before me must face that. There is no shame to any who choose to turn away. This is no normal battle, and you have every right to spend your strength elsewhere. Many of you will feel better fighting alongside your countrymen rather than marching north to defend strangers."

Again he saw no sign of doubt in their faces. Sometimes he wondered if the Church trained them too well. Primarch Arius felt uncomfortable with blind obedience. Doubt would come to them only in the face of what he described, when they confronted the darkness. They would only understand his warnings when standing thankless vigil on foreign soil amid men and women who would spit on them, only when the darkness came to consume them.

Too many. He could not send a hundred Cygnaran knights to Korsk, even if he won the grudging approval of Empress Vanar. Too many, yet too few. He had no idea how many could protect what they needed to guard. He expected the number exceeded what Empress Vanar would allow, no matter how carefully phrased the plea. Send too few and he may simply guarantee their deaths.

He did not let them see that on his face. Instead he walked among them and told some to return to their garrison, others he asked to stay. Those he turned away left downcast, despite his words, while those who stayed stood straighter with triumphant expressions. Foolish, he thought. He asked questions as he went among them and turned away those with young wives, new children. He kept either those too young to have started families or old enough to have suffered loss and who would leave capable heirs. In the end, thirty men stood before him, a valiant and solid group. He had no way to know if he had chosen well.

He would take their senior battle chaplain aside for specific instructions, but for now he offered the benedictions of their faith. "Go forth, in the name of Morrow. The Prophet watches over you and blesses you. May he fill your heart with patience and courage. Feel his blessings anew each dawn and dusk. Allow Ascendant Katrena to guide you in battle, and by her example raise your weapon only when you must. Allow the strength and tireless courage of Ascendant Markus to fill your mind during your long vigil. Remember his sleepless days and nights guarding Midfast. You are brothers, one and all, and by the blessings of Ascendant Solovin look after one another. Bring healing to the injured, the poisoned, the diseased, and the weak." He raised his staff, and they bowed before him. He let them rise and pass by him. He placed a hand upon their bare heads before each donned his helmet.

He sent them now to prepare to go north, to the cold, to the darkness, to death. After the last one passed, he bowed his head and grieved.

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LEGENDS

ON THE CHARGE

By the **Privateer Press Staff** · Art by **Carlos Cabera, Emrah Emasli, Marek Okon, Karl Richardson,** and **Eva Widermann**

The previews for *WARMACHINE: Legends* continue with the pounding of hooves and the thunder of guns. Mercenary players certainly haven't been forgotten in *Legends*, and this issue is packed with merc goodness, including four character solos, a Rhulic melee unit, and a much-anticipated mercenary cavalry unit.

We also have character dragoon for all four factions to show off. For those who don't know, dragoons start the game mounted and can fight on dismounted when their mounted form is killed. Khador already has a dragoon solo, the Drakhun from *Superiority*, but unlike him, all the dragoons in *Legends* are characters that interact with other units and have a single point cost that includes the dismounted model.

More good news for mercenary players. Magnus' Agenda is picking up some new options in *WARMACHINE: Legends*, so we had to adjust the army composition rules for that contract. The following rules update the Magnus' Agenda Contract:

MAGNUS' AGENDA CONTRACT ARMY COMPOSITION (NEW AND IMPROVED!)

- **An army constructed under the Magnus' Agenda contract must include either Magnus the Traitor or epic warcaster Magnus the Warlord and his battlegroup.**
- **The army may also include Boomhowler & Co., Croe's Cutthroats, Gorman di Wulfe, Kell Bailoch, Orin Midwinter, any Idrian models/units, and any Steelhead models/units.**
- **A single unit of Cygnar Trenchers or a single unit of Cygnar Long Gunners may be included in the army. This unit cannot be a weapon crew, nor can it include attachments. The troopers in the unit are deserters. They are considered mercenary models instead of Cygnar models.**

LEGENDS ON THE CHARGE

A PREVIEW OF *WARMACHINE: LEGENDS* DRAGOONS AND MERCENARIES

MAJOR KATHERINE LADDERMORE

Thunder peeled as lightning lit the night and smote the enemy. She came through the clearing smoke astride her horse like an answered prayer.

—Trencher Sergeant Alger Fullet

Katherine Laddermore demonstrates her unflinching loyalty and dedication to the ideals of the Cygnaran Army on an almost daily basis. A superlative, battle-proven cavalry officer, she volunteers for high-risk assignments and extra patrols, and her combat skills while leading the charge, inspire all serving under her command. She vigilantly patrols Cygnar's eastern border with handpicked members of the 33rd Heavy Cavalry Battalion.

Laddermore's interests in the technology empowering her knights' weapons eventually brought her in contact with Sebastian Nemo, who allowed her to test an experimental new Voltaic Lance with a powerful internal Electro Charger. This weapon, too expensive and finicky for mass production, enables Major Laddermore to conduct devastating lightning-imbued charges alongside her knights. The coils of her lance whir to screaming power with the pounding of her steed's hooves as arcs of electricity flicker between her and the Storm Lances riding alongside her. Bolts of lightning fired from the tips of these empowered lances strike deep into the enemy ranks and clear paths through swaths of opposing infantry to lay bare the enemy's heart.

USING MAJOR KATHERINE LADDERMORE

As with the other dragoons previewed in this issue, Laddermore can work as an amazing solo or in conjunction with a unit she enhances. Depending on the needs of your army lists she delivers in either capacity, but the advantages she brings to Storm Lances makes it worth considering their inclusion.

Those accustomed to playing with Storm Lances should easily integrate Laddermore's abilities into their existing strategies. Like Storm Lances themselves, she is most powerful in melee, but also offers a potent ranged threat.

When fielding Laddermore by herself without tying her to a unit of Storm Lances, her Commander ability can combine with her mobility to support non-fearless units or units which have lost a leader wherever they are on the board. Like the Storm Lances she leads, Laddermore hits very hard on the charge. Mounted Laddermore has many of the same benefits as Storm Lances, including additional charge and ranged attack damage. Be aware that some of these benefits are unavailable once she is knocked off her horse.

One trick to remember is you can place a dismounted model anywhere in the space occupied by the mounted model when it was destroyed. The size differences in switching from a large to a small base can sometimes allow dismounted Laddermore to be placed outside of melee range of whatever killed her horse. When facing an adversary with multiple attacks, this tactic can keep her alive long enough to retaliate. Laddermore is certainly more vulnerable and less deadly on foot, but don't underestimate her abilities even in this reduced form. Having access to a strong melee attack and a solid ranged attack means she remains a threat even after the enemy thinks he has neutralized her.

The most impressive ability Laddermore's has beyond regular Storm Lances is Lightning Generator, which applies to both ranged and melee attacks. This allows lightning to arc to d3 nearby enemy targets after the initial hit, thereby allowing her to kill multiple targets in a single strike. Use this ability similar to how you would use Chain Lightning cast from Nemo or Haley to hit an easy target which is proximate to a low ARM but hard to hit (or impossible to hit) target.

As great as Major Laddermore works on her own, she is exceptional at enhancing Storm Lances. Electro Charger takes practice to master since it requires Laddermore in close proximity to the models she is affecting, but the extra range on Electro Bolt attacks and the bonus arcing attack from lance attacks can make all the difference. Storm Lances have a relatively low RAT, but there are ways to mitigate this, the best one being to knock down the target first.

Don't forget about Field Marshal when preparing attacks, as this ability is particularly handy on large based models, allowing greater versatility in the order or angle of attack. This ability provides some unusual tricks with impact attacks, since each model moves and makes its attacks in sequence. Even if one Storm Lance fails an impact attack against an intervening target and is forced to stop, another one might be able to move up and eliminate that model and carry on to its main target without worrying about the first Storm Lance being in its way, so long as there is room for both of their bases during the resolution of the impact attack.

Laddermore Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
8/6	6	8	6	13	17/14

Voltaic Accelerator

RNG	ROF	AOE	POW
6	1	—	12

Voltaic Lance

SPECIAL	POW	P+S
Multi	8	14

Mount

SPECIAL	POW	P+S
—	10	—

Mounted Laddermore's Damage	8
Dismounted Laddermore's Damage	5
Field Allowance	C
Victory Points	2
Point Cost	59
Mounted Base Size	Large
Dismounted Base Size	Small

Laddermore

Assault - As part of a charge, after moving but before performing her combat action, Laddermore may Assault. When making an Assault, Laddermore makes a single ranged attack targeting the model charged. Laddermore is not considered to be in melee when making the Assault ranged attack, nor is the target considered to be in melee with Laddermore. If the target is not in melee range after moving, Laddermore must still make the Assault ranged attack before her activation ends. Laddermore cannot target a model with which she was in melee at the start of her activation with an Assault ranged attack.

Commander - Laddermore has a command range equal to her CMD in inches. Friendly Cygnar models/units in her command range may use Laddermore's CMD when making command checks. Laddermore may rally and give orders to friendly Cygnar models in her command range.

Dragoon - While mounted, Laddermore has base SPD 8 and base ARM 17. Dismounted, Laddermore has base SPD 6 and base ARM 14.

Electro Charger - While within 5" of Laddermore, friendly Storm Lance models gain +2 RNG on Electro Bolt Attacks. When an affected model hits a model with an Electro Lance attack, lightning arcs to and automatically hits the nearest enemy model within 4". That model suffers a POW 10 damage roll.

Fearless - Laddermore never flees.

Field Marshal - Friendly Storm Lance models in Laddermore's command range, including Laddermore, ignore friendly Storm Lance models when drawing LOS and can move through other friendly Storm Lance models if they have enough movement to move completely past the other models' bases.

Voltaic Accelerator

Kinetic Discharge - While mounted, Laddermore gains +2 RNG and POW on Voltaic Accelerator attacks when she moves during her activation. Kinetic Discharge lasts for one round.

Lightning Generator - When a model is hit, lightning arcs from the model hit to d3 additional enemy models. The lightning arcs and automatically hits the nearest enemy model within 4" of the last model hit, but it cannot strike the same model more than once. Each additional model hit suffers a POW 10 damage roll.

Voltaic Lance

Mounted Charge - While mounted, Laddermore gains +2 to Voltaic Lance charge attack damage rolls.

Lightning Generator - See Voltaic Accelerator above for description.

Reach - 2" melee range

TACTICAL TIPS

KINETIC DISCHARGE: This bonus does not apply to Lightning Generator damage rolls because Lightning Generator damage rolls are not Voltaic Accelerator damage rolls.

LEGENDS ON THE CHARGE

A PREVIEW OF *WARMACHINE: LEGENDS* DRAGOONS AND MERCENARIES

HIGH EXEMPLAR GRAVUS

May I lay down my life so my brothers can fight to victory in His name.

—High Exemplar Gravus

Members of his order describe High Exemplar Sarvan Gravus as the unbreakable weapon of their faith. He shirks from no order, no matter how bloody or terrible. In his time he has shattered the weak flesh of both Devourer worshipers and Cygnaran soldiers and sent their souls screaming to Urcaen. He leads the Exemplar Vengers to battle shouting resounding prayers to the Creator of Man that rise above the thundering sound of hooves. Gravus hopes to die in battle and only fears that he might outlive his usefulness as a warrior. Any who have witnessed him riding into the throng of the enemy while his blessed flail crushes one skull after another know that that time has not yet arrived.

Gravus will admit age has taken its toll. Riding to battle every day puts a difficult strain on a man of his years, but his will to fight remains undiminished. Gravus considers himself a cavalry knight first and foremost and refuses to surrender his steed. He claims he daily takes new strength from the youth and vitality of his faithful mount Fidelitus. Gravus has never questioned the will of the clergy in his lifetime of service. He believes it their role to interpret the will of the Creator and his role to obey.

USING HIGH EXEMPLAR GRAVUS

One of the interesting things about High Exemplar Gravus is he benefits (and benefits from) all exemplar models, not just Exemplar Vengers. Like the other new faction dragoons, he can be used as a solo or with other models to take advantage of the benefits he provides them. While Gravus performs just fine without

the company of his peers, it would be a waste to send him into the fray without at least a few of his brother exemplars. The benefits he gets when near to other exemplars means at least one unit should be included with him if at all possible, whether Knights Exemplar, Exemplar Errants, or Exemplar Vengers.

The primary specific benefit Gravus provides to nearby Vengers is his Inspiring Charge which allows them to charge without receiving the order and grants additional charge distance. This combines nicely with the Vengers' own Vengeance ability to allow them to charge at SPD+5" while freely crossing rough terrain if a model in the unit was previously damaged by an enemy attack. Add in the Piper of Ord to really fly like the wind.

Don't fall for the temptation to send Gravus to engage the enemy too soon, since he becomes much more formidable when he has the chance to benefit from his Grim Resolve ability. This sadly requires the deaths of nearby Exemplars, but in war such tragedy is inevitable. Be sure to plan Gravus' placement so he can benefit from this ability, keeping him within command range of the front line. As nearby exemplars die, Gravus accumulates tokens.

Not only can he spend tokens to boost attack and damage rolls or to buy additional attacks, they work for Requiem's Prayer, a versatile assortment of defensive effects. Note that Gravus can spend three tokens to activate all three of these prayers in the same round if need be. While Resolution and Eye for an Eye affect Gravus himself, Brother's Keeper helps all nearby Exemplars and is ideal when facing attackers relying on knockdown or stationary effects, like Commander Coleman Stryker with his Earthquake spell or Kommander Sorscha and her Icy Gaze feat or Freezing Grip spell.

Gravus is certainly formidable in melee. At first glance his P+S may seem low compared to Vengers' lances, but being a weapon master offsets this, as does the fact that his best weapon is always available and is not limited to the charge attack. Gravus has a constant 2" Reach and his blessed weapon is always active, letting him ignore defensive spells. It is also a chain weapon which ignores shield wall. Now consider that Gravus can buy additional attacks with Grim Resolve.

Gravus makes for a particularly great mid to late game attacker, lurking behind the front lines, gathering tokens from the first clash, and then sweeping in for a crushing finish. Because of this, it is sometimes a good idea to use spells like Kreoss' Protection of Menoth or the Severius' Holy Vigil to protect him until he makes his move. The Harbinger's Martyrdom can also be a boon, but note that a dragoon is not considered destroyed when it loses its mounted form. Therefore, Martyrdom only works on Gravus when he runs out of damage boxes while dismounted.

Gravus Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
8/5	6	8	4	12	17/15

Reverence

SPECIAL	POW	P+S
Multi	6	11

Mount

SPECIAL	POW	P+S
—	10	—

Mounted Gravus' Damage	8
Dismounted Gravus' Damage	5
Field Allowance	C
Victory Points	2
Point Cost	62
Mounted Base Size	Large
Dismounted Base Size	Small

Gravus

Commander - Gravus has a command range equal to his CMD in inches. Friendly Protectorate models/units in his command range may use Gravus' CMD when making command checks. Gravus may rally and give orders to friendly Protectorate models in his command range.

Dragoon - While mounted, Gravus has base SPD 8 and base ARM 17. Dismounted, Gravus has base SPD 5 and base ARM 15.

Fearless - Gravus never flees.

Grim Resolve - Gravus gains a resolve token for each friendly Exemplar model destroyed or removed from play by an enemy attack within his command range. Gravus may have up to five resolve tokens at any time. Gravus may spend resolve tokens during his activation for additional attacks or to boost attack or damage rolls.

Inspiring Charge - When Gravus hits an enemy model with a charge attack, friendly Exemplar Venger units currently in his command range may charge without receiving the charge order this turn. Affected models that charge, charge at SPD +5" and gain boosted attack rolls this turn.

Requiem's Prayer - During his activation, Gravus may spend one or more resolve tokens to perform one of the following prayers for each resolve token spent. Each Prayer may be performed once per activation and lasts for one round.

- **Brother's Keeper** - Friendly non-warcaster Exemplar models currently in Gravus' command range, including Gravus, cannot be knocked down or made stationary.
- **Eye for an Eye** - When Gravus is damaged by a direct hit from a magic attack, after the attack has been resolved the attacking model suffers an equal damage roll. Then Eye for an Eye expires.
- **Resolution** - When Gravus suffers a damage roll that exceeds his ARM, he may use Resolution. When Resolution is used, Gravus only suffers one damage point regardless of the total rolled, then Resolution expires.

Weapon Specialist - Gravus rolls an additional die on Reverence damage rolls.

Reverence

Blessed - Reverence may damage models only affected by magic attacks. When making a Reverence attack, ignore spell effects that add to the target's ARM or DEF. Gravus may charge incorporeal models.

Chain Weapon - Reverence ignores shields and Shield Wall.

Reach - 2" melee range.

TACTICAL TIPS

REQUIEM'S PRAYER: Take note that Gravus can perform more than one prayer per turn.

LEGENDS ON THE CHARGE

A PREVIEW OF *WARMACHINE: LEGENDS* DRAGOONS AND MERCENARIES

FENRIS

He is a living nightmare. Send him to haunt our foes rather than menacing our own sons and daughters.
—Koldun Fedor Rachlavsky of the Greylords Prikaz

No Doom Reaver, however fearsome, compares to the one called Fenris. Some call him "the Unbound", for even the Greylords Covenant cannot govern his actions, and he has become a force unto himself. He rides to war atop a nightmarish steed and wields a pair of fellblades as if some harmony in their combined voices gives him insight into his own inner darkness. The Doom Reavers follow him as though his bloody mindedness gives purpose to their lunacy. Fenris seems the embodiment of an Orgoth warlord reborn and come once more to conquer and leave nothing but fields of rotting flesh and bones for scavengers. Few men have the courage to stand before this living horror.

Khadoran military speak of Fenris only reluctantly, like a dirty secret best not aired, yet he has found his place with the one man to whom he has something close to kinship. Knowing no other mortal could control him, the kommandants remanded Fenris to the command of Orsus Zoktavir, the Butcher of Khardov, and in this company the wild savage has seemed content. The bond between them cannot be friendship, for they share only the joy of annihilation.

USING FENRIS

Fenris is a nasty, mean, brutal model who can and will kill anything he can reach. Unlike the other dragoons presented here, he is not associated with a previously existing cavalry unit, but provides similarly potent benefits to another formidable unit, the Doom Reavers. Fenris serves as a commander to Doom Reavers, able to give them the charge order even after their leader is killed. Secondly, he allows an additional unit of Doom Reavers on the table. Lastly and most importantly, while near to him, Doom Reavers will not attack other members of their own unit which solves a lot of positioning and facing hassles.

The main trick to remember with Fenris is that until he gets kicked off his horse, he's a cavalry model, not simply a Doom Reaver with damage boxes and an extra Fell Blade. This is important because, with Fenris, the goal should always be to get him as deep into the thick of the enemy as possible, particularly amid a good sized cluster of infantry models. With his MAT, two initial attacks and Berserk, Fenris can conceivably annihilate everything in a huge circle around him. Being cavalry means he can take advantage of impact attacks to get deeper into the enemy to exploit this. His mount is a hefty POW 12 which therefore has a good chance of destroying most single wound infantry on average rolls.

Fear causing effects are sometimes underestimated, but examining the various factions it quickly becomes clear that a number of staple units and solos in several factions are not fearless. Many enemy army lists will feel the pain of command checks. As with other Doom Reavers, Fenris has Abomination, but he also has Mad Howl to force a second command check when he kills a model. Even with a reasonably high CMD score having to make multiple checks eventually prompts a failure and units fleeing off the table. To really make your enemies worry about these checks and to create a fun thematic army, combine Fenris and Doom Reavers with Orsus Zoktavir, who lowers CMD checks by -2 within his command area. Orsus Zoktavir also provides Doom Reavers with the Elite Cadre bonus, making them even more deadly. Just remember that because Fenris is a solo, he does not personally gain the Elite Cadre benefits.

Mad Howl does more than force command checks. It also allows friendly nearby Doom Reavers free movement. A good use for this bonus movement is engaging enemies that were left standing after the unit finished Berserk attacks, particularly those relying on ranged attacks. The extra movement can also help block charge lanes to the warcaster and possibly provoke Abomination checks on previously unaffected units or solos.

Fenris

Abomination - Models/units – friendly or enemy – within 3" of Fenris must pass a command check or flee.

Doom Reaver Commander - Fenris has a command range equal to his CMD in inches. Friendly Doom Reaver models/units in his command range may use Fenris' CMD when making command checks. Fenris may give orders to friendly Doom Reaver models in his command range. While in Fenris' command range, friendly Doom Reavers will not attack other models in their unit.

Dragoon - While mounted, Fenris has base SPD 8 and base ARM 16. Dismounted, Fenris has base SPD 6 and base ARM 14.

Fearless - Fenris never flees.

Field Officer - An additional Doom Reaver unit may be fielded over normal Field Allowance limitations if Fenris is included in the army.

Mad Howl - Once per activation immediately after an attack in which he destroys an enemy model, Fenris may use Mad Howl. Enemy models/units in his command range must pass a command check or flee. Friendly Doom Reaver models in his command range may immediately move up to 3". A model cannot end this movement out of formation or cause other models in this unit to no longer be in formation.

Relentless Charge - Fenris may charge across rough terrain and obstacles without penalty.

Tough - When Fenris suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Fenris is knocked down instead of being destroyed. If Fenris is not destroyed, he is reduced to one wound.

Weapon Specialist - Fenris rolls an additional die on his Fellblade damage rolls.

Fellblades

Berserk - Every time Fenris destroys another model with a Fellblade attack, he must immediately make one Fellblade attack against another model in his melee range, friendly or enemy.

Spell Ward - Fenris cannot be targeted by spells.

Reach - 2" melee range.

Fenris — **Cmd 9**

SPD	STR	MAT	RAT	DEF	ARM
8/6	7	8	4	13	16/14

Fellblade	SPECIAL	POW	P+S
	Multi	6	13

Fellblade	SPECIAL	POW	P+S
	Multi	6	13

Mount	SPECIAL	POW	P+S
	—	12	—

Mounted Fenris' Damage	8
Dismounted Fenris' Damage	8
Field Allowance	C
Victory Points	2
Point Cost	74
Mounted Base Size	Large
Dismounted Base Size	Small

TACTICAL TIPS

TOUGH: Do not make a Tough roll when Fenris' Mounted damages boxes are filled and he becomes Dismounted.

SPELL WARD: Spell effects that do not target Fenris can still affect him.

LEGENDS ON THE CHARGE

A PREVIEW OF *WARMACHINE: LEGENDS* DRAGOONS AND MERCENARIES

DARRAGH WRATHE

Few know the meaning of true devotion, for their allegiance ends with the grave. In a thousand years, Toruk will remain my master.

—DARRAGH WRATHE

Darragh Wrathe's arrival in a battle atop his fiendish steed of hell-wrought iron and lifeless flesh heralds the coming of his master Lich Lord Terminus. A howling wind, the disembodied moaning of Wrathe's countless victims, follows him wherever he rides. Wrathe's blight-wracked body began to fail him as he internalized the corruption of Lord Toruk. Wrathe considers this wasting disease a blessing and proof that the Dragon's energies flow through his limbs. He believes these same energies empower his sorcery.

Over the years, Wrathe has become more machine than man as he has replaced the spoiled portions of his flesh with necro-mechanikal substitutes. His hollow chest contains a mass of foul pumps and black-iron organs that keep blood and bile flowing to what organs and flesh he retains. Wrathe hopes to give up the remnants of his mortal birth and join the ageless necro-horrors he reveres. He

feels immense satisfaction every time he replaces some part of himself with more impervious mechanika. When astride his steed and given command of Cryx's swiftest horrors, Darragh Wrathe executes his orders with conviction. His devotion to Toruk arises not as an expedient to power but from zealous faith in the Dragon God.

USING DARRAGH WRATHE

Of all the dragoons presented here it could be argued Darragh Wrathe offers the most powerful benefits to his associated unit. His Cohort: Shadow Rider gives benefits nearly identical to light cavalry to Soul Hunters and to himself, while retaining nearly all of the abilities of regular cavalry. This is a singularly potent combination which allows Wrathe and his Soul Hunters to do impact attacks while also being immune to free strikes and gaining a second movement after their combat action. You must see the mobility and board control possessed by these cavalry models to believe it.

All of the character dragoons presented in this issue have been Commanders of a sort, and Darragh Wrathe is no exception. He is a "Necromancer Commander" which provides the more narrow ability to give commands to the undead. While he can't give commands to living Cryxian units any Cryxian models can utilize his CMD score for command checks, including using his CMD 9 to help control a Seether.

Added to his decent melee attack and POW 12 impact attack is Wrathe's signature Necrotheurgy ability, which makes him a singularly potent spell-caster. Unlike most units or solos who cast spells without focus manipulation, Darragh Wrathe is not required to perform a ★Action or ★Attack for his spells. This means that Darragh Wrathe can always cast a spell during his activation in addition to his other actions, such as attacking. Be aware that a failed charge or anything else which ends his activation will not allow the subsequent casting of spells.

Anyone who has played Asphyxious should be very familiar with Hellfire, an extremely potent single-target attack spell. This spell considerably enhances Wrathe's damage output and as a bonus provides the chance for a failed command check. Because this is a spell and not a ranged attack, Wrathe can cast this even while engaged.

Beyond Death is Wrathe's potent defensive spell. Since Beyond Death affects enemy models and not friendly models, it does require Wrathe to be quite close to the enemy. Combined with his decent DEF and substantial ARM this greatly enhances his ability to survive counterattacks as well as protecting other models around him. Be aware it is considerably less useful when facing an enemy with a lot of ranged attacks, since they can more easily stay out of the affected area.

Getting the most out of his third spell, Death Ride, may take some practice. One inch may not seem huge, but across multiple models and combined with some of Cryx's other movement options, even a single inch can make all the difference. Enemies which were just out of charge or firing range might now be in reach.

An example scenario: Wrathe can charge against a shield-wall line of troops making POW 12 Impact Attacks against all models in 1/2", then deliver his charge attack against his target (with +2 cavalry charge attack bonus). After this benefit from Tall in the Saddle cast Hellfire against any target within 10", ignoring any intervening small and medium based models. Once he finishes the carnage, Wrathe can use Shadow Rider to disengage 8" to a point of relative safety.

Wrathe

Cohort: Shadow Rider - Soul Hunter units in an army with Wrathe gain Shadow Rider.

Dragoon - While mounted, Wrathe has base SPD 8 and base ARM 17. Dismounted, Wrathe has base SPD 6 and base ARM 15.

Fearless - Wrathe never flees.

Necromancer Commander - Wrathe has a command range equal to his CMD in inches. Friendly Cryx models/units in his command range may use Wrathe's CMD when making command checks. Wrathe may rally and give orders to friendly Cryx models in his command range. Wrathe may issue any order to a friendly undead unit that its original leader or officer could issue.

Shadow Rider - While mounted, Wrathe cannot be targeted by free strikes. Wrathe cannot make Ride-By attacks. Wrathe may move up to his current SPD in inches after completing his combat action.

Necrotheurgy

Wrathe may cast one of the following spells during his activation. Determine the success of a magic attack by rolling 2d6 and adding Wrathe's Necrotheurgy score of 7. If the roll equals or exceeds the target's DEF, the attack succeeds.

- **Beyond Death** - Living enemy models currently in Wrathe's command range suffer -2 to damage rolls. Beyond Death lasts for one round.
- **Hellfire** - Hellfire is a RNG 10, POW 14 magic attack. Model/units damaged by Hellfire must pass a command check or flee.
- **Death Ride** - Death Ride may only be cast after Wrathe ends his normal movement. Friendly undead Cryx models currently in Wrathe's command range may immediately move up to 1".

Necro-Scythe

Reach - 2" melee range.

Wrathe — **Cmd 9**

SPD	STR	MAT	RAT	DEF	ARM
8/6	7	7	4	14	17/15

Necro-Scythe

SPECIAL	POW	P+S
Reach	6	13

Mount

SPECIAL	POW	P+S
—	12	—

Mounted Wrathe's Damage	8
Dismounted Wrathe's Damage	5
Field Allowance	C
Victory Points	2
Point Cost	67
Mounted Base Size	Large
Dismounted Base Size	Small

HORGENHOLD FORGE GUARD

RHULIC MERCENARY UNIT

In seven centuries only the Orgoth tested our defenses. If others fear to come to us, we will go to them. March on, lest peace devour our fortunes before we bring our hammers to bear.

—FORGE MARSHAL GALTAR BRUNDERSON

Captain					Cmd 9
SPD	STR	MAT	RAT	DEF	ARM
4	6	7	4	10	16

Hammerer					Cmd 7
SPD	STR	MAT	RAT	DEF	ARM
4	6	6	4	10	16

Mechanikal Warhammer		
SPECIAL	POW	P+S
Multi	5	11

Field Allowance	2
Victory Points	2
Leader and 5 Troops	52
Up to 4 Additional Troops	8ea
Base Size	Small

Mercenary
The Horgenhold Forge Guard will not work for Cryx or Khador.

Captain
Leader

Unit

Defensive Line - Models in this unit in tight formation gain +2 ARM.

Ranked Attack - A Horgenhold Forge Guard may make melee attacks through intervening models in the same unit.

Teamwork - Models in this unit gain +2 to attack rolls when making a melee attack targeting an enemy model in melee range of another model in this unit.

Weapon Master - A Horgenhold Forge Guard rolls an additional die on his melee damage rolls.

Mechanikal Warhammer

Critical Slam - On a critical hit, instead of rolling damage normally, a Horgenhold Forge Guard may slam the target model d6" directly away from him. The model suffers a damage roll equal to the Forge Guard's current STR plus the POW of his Mechanikal Warhammer. If the slammed model collides with another model with an equal or smaller-sized base, that model suffers a collateral damage roll equal to the Forge Guard's current STR.

Reach - 2" melee range.

Horgenhold's heavy infantry march to war enclosed in thick armor so expertly fabricated and seamlessly constructed that it makes a mockery of lesser examples of the armorer's craft. The Forge Guard wield massive two-handed, piston-driven pneumatic hammers capable of delivering blows powerful enough to topple warjacks. They operate as a perfect machine of blunt destruction.

The Forge Guard have a strong rivalry with their counterparts from Hammerfall, their sister fortress watching the west of Rhul, while Horgenhold watches the south. Accordingly, these warriors hire to different nations than their western kin. They refuse Khadoran coin while accepting pay from the southern zealots.

USING HORGENHOLD FORGE GUARD

First, it's important to be aware of the Forge Guard's vulnerabilities: most significantly SPD 4 and DEF 10. Do not expect this unit to race across the table nimbly evading enemy attacks. Be prepared to assist them in reaching the foe intact. The good news is once they get there, they can cause a world of hurt. They have high base ARM which goes even higher in tight formation. Since Defensive Line does not require an order, the Forge Guard benefit while running which they should always do when they aren't charging.

It's a good idea to provide screening to get the Forge Guard where they need to be, a role well served by their compatriots of the Hammerfall Highshield Gun Corps. In a mixed force, they can follow swifter melee units like the Steelhead Halberdiers or take advantage of other high priority distractions like Eiryss. When they do engage, they hit like a freight train. It doesn't take many to survive to deliver the pain, thanks to Weapon Master and Critical Slam. Teamwork allows them hit even high DEF targets, given other members of the unit have also engaged the target.

STEELHEAD HEAVY CAVALRY

MERCENARY CAVALRY UNIT

Steelheads never give up the chase once joined. Ride hard, if you value your life!

—ONE CYGNARAN ARMY COURIER TO ANOTHER, AFTER IDENTIFYING THEIR PURSUERS.

The larger branches of the Steelhead Mercenary Company include hardened horsemen who provide the speed and power of heavy cavalry at a reasonable price. Hiring such professionals costs more than acquiring Steelhead infantry, but employers desiring the crushing impact they deliver consider these horsemen a bargain. They practice a particularly terrifying offensive tactic whereby they unload a volley of blunderbuss fire, holster those weapons, and ready axes as they close with a galloping of hooves.

While some citizens in war-torn areas accuse them of banditry and looting, Steelhead officers insist their men are professionals who only take the normal liberties expected of any red-blooded soldier in a time of war.

USING STEELHEAD HEAVY CAVALRY

Mercenary players can now try applying cavalry tactics the regular factions have been employing against them since *Superiority*. Or if you are a regular faction player, you can add Steelhead Heavy Cavalry to horse-wild doubling up on cavalry units in play. Combined with dragoons and Stannis Brocker, it's quite possible to run a force that's almost entirely cavalry.

Mercenary
The Steelhead Heavy Cavalry will work for any faction.

Sergeant
Assault (Order) - Every model in this unit that received this order must either charge or run. As part of a charge, after moving but before performing its combat action, each model in this unit that received this order must, if possible, make a single ranged attack targeting the model charged. Assaulting models are not considered to be in melee when resolving the Assault ranged attacks, nor are the targets of those attacks considered to be in melee with the assaulting models. If the target is not in melee range after moving, the Assault ranged attack must still be made before the model's activation ends. An assaulting model cannot target a model with which it was in melee at the start of its activation with the Assault ranged attack.

Leader

Unit
Flank - When a model in this unit makes a melee attack against an enemy model that is within the melee range of a friendly Steelhead Halberdier, the attacking model gains +2 to melee attack rolls and rolls an additional damage die.

Cavalry Axe
Back Swing (★Attack) - The model may immediately make two Cavalry Axe attacks.

Brutal Charge - Steelhead Heavy Cavalry gain +2 to Cavalry Axe charge attack damage rolls.

Reach - 2" melee range.

Sergeant	Cmd 8				
SPD	STR	MAT	RAT	DEF	ARM
8	6	6	6	13	16

Horseman	Cmd 6				
SPD	STR	MAT	RAT	DEF	ARM
8	6	5	5	13	16

Blunderbuss			
RNG	ROF	AOE	POW
8	1	—	12

Cavalry Axe		
SPECIAL	POW	P+S
Multi	5	11

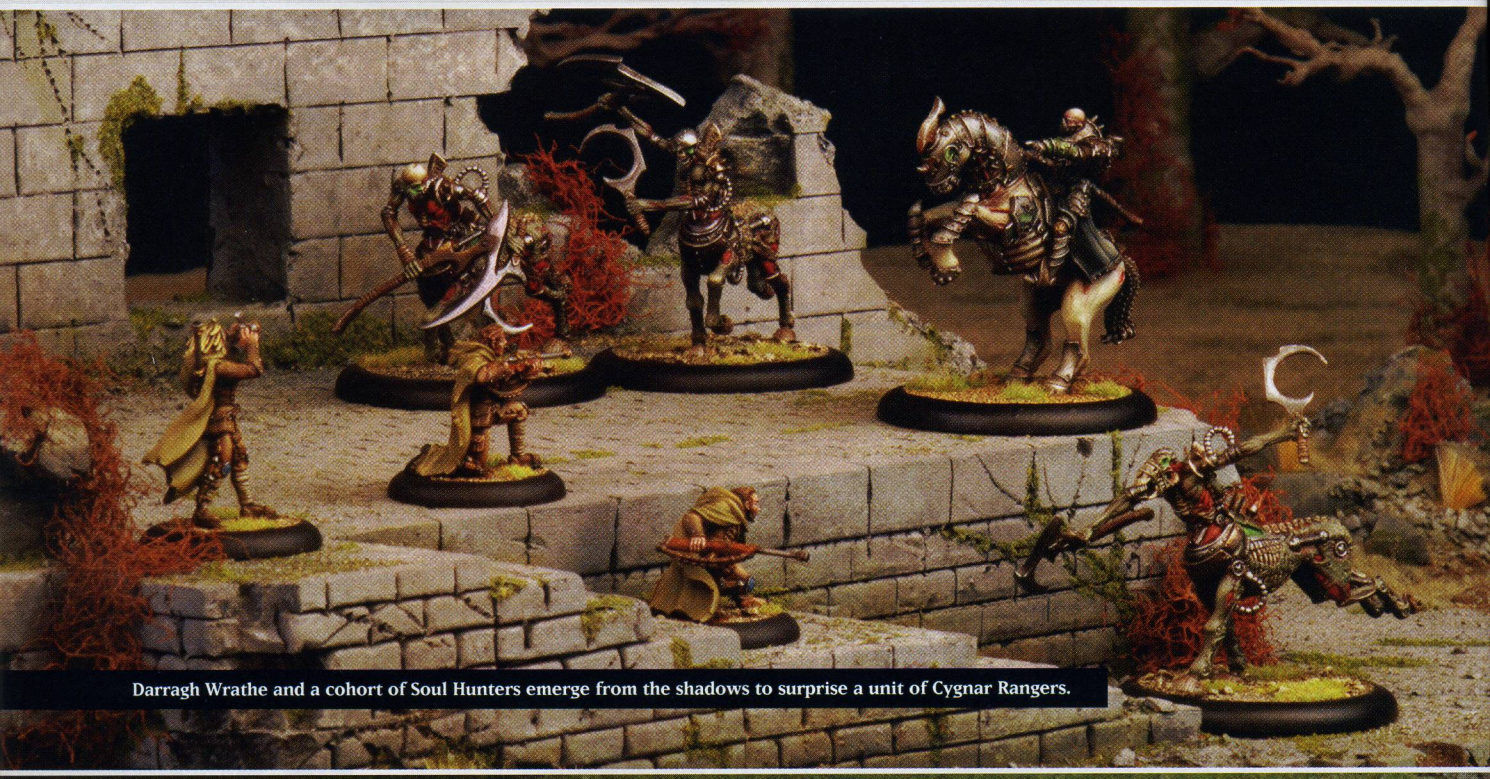
Mount		
SPECIAL	POW	P+S
—	10	—

Sergeant's Damage	10
Horseman's Damage	8
Field Allowance	1
Victory Points	3
Leader and 2 Troops	74
Up to 2 Additional Troops	23 ea
Base Size	Large

Steelhead Heavy Cavalry boast a few interesting tricks. The Assault order gives an additional chance of damaging enemies during the charge, while Back Swing provides an extra attack after they become mired in hand-to-hand fighting. While this unit operates fine on its own, they become even more formidable when combined with other Steelheads. Flank gives an incentive to fight alongside their Halberdier brethren, allowing a player to recreate historical cavalry flanking maneuvers once enemy lines get stuck in with the footmen. If included with Stannis Brocker they can also benefit from the Furious Charge order for additional movement and to carry their charge across rough terrain.

LEGENDS ON THE CHARGE

A PREVIEW OF *WARMACHINE: LEGENDS* DRAGOONS AND MERCENARIES



Darragh Wrathe and a cohort of Soul Hunters emerge from the shadows to surprise a unit of Cygnar Rangers.

Major Katherine Laddermore leads the charge against a phalanx of Temple Flameguard.

The rock solid Horgenhold Forge Guard move slow, but hit like a ton of bricks.

Major Laddermore is just as deadly off her mount.

LEGENDS ON THE CHARGE

A PREVIEW OF *WARMACHINE: LEGENDS*
DRAGOONS AND MERCENARIES

ANASTASIA DI BRAY

The fates of nations hang in the balance of arms and secrecy.

—LLAELESE PROVERB

Anastasia is a ghost in the night, a fleeting flicker against a bullet-pocked wall, a face glimpsed out of the corner of the eye in a crowded tavern. She has become so adept at hiding that she sometimes loses her identity in the effort of standing motionless amid shadows and listening to every whisper. A soldier unlucky enough to glimpse her and shout a challenge finds his words and air cut off by a knife thrown into his throat from the now empty darkness.

Anastasia has transformed herself into a creature of stealth who can penetrate any security perimeter, slip past the most watchful guards, and steal vital secrets from enemy headquarters. Her great skill derives from more than the professional pride of a master spy. Her dark eyes and silent stare give a hint of a passion deeper than mere success. Only her peers in the Llaelese Resistance understand the driving purpose behind her actions. A single maxim defines Anastasia's world: Nothing can be right again until Llael is cleansed of the Khadoran invaders and the traitors who aided them. She knows that throwing off the yoke of Khadoran rule will require considerable time, powerful allies, and more than a few slit throats.

USING ANASTASIA DI BRAY

Sometimes a model's role in play is strikingly obvious, but in other cases there is a subtlety involved which requires time and practice. Anastasia is certainly of the second category, and it may take a few games to get a feel the unique assets she brings to the play table. Her prodigious bag of tricks begins right at the opening of the game. First, Anastasia bestows a +1 bonus to the Starting Roll to determine who goes first. And secondly, Anastasia deploys differently from every other model in WARMACHINE. Deep Deployment takes place during regular deployment, but allows her to be placed far across the table, even on the opponent's half of the board!

The reason for doing this is not to dangle a tempting target in front of the enemy, but to inhibit their advanced deployment thanks to Counter Insurgency. Since models cannot be placed within 7" of di Bray, she can create a pocket of safety for Advanced Deployment models in her own army, limiting the degree to which they are threatened. 7" separation might seem like a dangerous distance for Anastasia's own safety, but thanks to Advanced Move she can retreat before the game starts. Generally this is the best way to utilize this ability, although there may be occasions where it is worth sending her forward to distract a potentially annoying unit or model. If her player wins initiative, Anastasia can get all the way past the edge of the enemy's deployment zone before he can react. This usually isn't a good idea, since it almost guarantees Anastasia's death, but there might be occasions where it's worth trying.

Anastasia's deployment and Counter Insurgency trick may be enough to justify her point cost in many games, but she has other uses as well. Espionage is one of her most intriguing abilities, and it is not quite as difficult to activate as you may expect. Getting close to an enemy caster is sometimes quite feasible toward the mid to late game as the board becomes a chaotic jumble of mixed melees. If Anastasia manages this while also being proximate to her friendly caster, she can provide a sudden surge of extra movement to nearby models to set up a killing strike. Using Hide in Sight to make her invisible can assist in setting up this possibility since it makes Anastasia considerably harder to kill. Anastasia working in conjunction with Eiryss can serve as a formidable threat to the enemy caster.

Combat is not Anastasia's specialty, but she can still hold her own. Thanks to Vital Shot, she is quite skilled at murdering living single wound models when the need arises. This automatic damage when throwing her knives makes their low P+S deceptive. Furthermore, since she has Acrobatics Anastasia can always disengage and move past enemy models to line up a kill. If it looks like Anastasia is about to be overrun and attacked, sometimes it's worth trying to take out a unit leader before she is taken down.

Mercenary
Anastasia di Bray will not work for Cryx or Khador.

Di Bray

Acrobatics - Di Bray may move through other models if she has enough movement to move completely past the models' bases. Di Bray cannot be targeted by free strikes. Di Bray ignores intervening models when declaring a charge.

Advanced Move - Before the start of the game, after both players have deployed, di Bray may move up to her current SPD in inches.

Counter Insurgency - Enemy models with Advance Deployment cannot be deployed within 7" of di Bray.

Deep Deployment - Place di Bray up to 16" beyond the established deployment zone. Di Bray does not gain this benefit if she uses Advance Deployment.

Espionage - Once per game when di Bray ends her activation within 6" of an enemy warcaster/warlock she learns a secret. After learning a secret, the next time di Bray ends her activation within a number of inches of a friendly warcaster equal to her current CMD, friendly models/units in that warcaster's command range, including the warcaster may immediately move up to their current SPD in inches.

Hide in Sight (★Action) - Di Bray becomes Invisible for one round. While Invisible, di Bray cannot be targeted by ranged or magic attacks, charged, or slammed, and gains +4 DEF against melee attacks. While Invisible, di Bray does not block line of sight or provide screening.

Intelligence - Di Bray's controller gains +1 on the Starting Roll to determine the order of play.

Stealth - Attacks against di Bray from greater than 5" away automatically miss. If di Bray is greater than 5" away from an attacker, she does not count as an intervening model.

Vital Shot - When di Bray makes a ranged attack damage roll that fails to exceed a living model's ARM, the model automatically suffers one damage point.

Throwing Knives

Thrown - Add di Bray's current STR to the POW of her Throwing Knife attacks.

Di Bray — **Cmd 8**

SPD	STR	MAT	RAT	DEF	ARM
7	5	6	6	14	12

Throwing Knives

RNG	ROF	AOE	POW
6	1	—	2

Sword

SPECIAL	POW	P+S
—	3	8

Damage	5
Field Allowance	C
Victory Points	1
Point Cost	23
Base Size	Small

TACTICAL TIPS

DEEP DEPLOYMENT: Place di Bray during normal deployment. Wondering why the ability mentions Advance Deployment when di Bray doesn't actually have the ability? Check out the Highborn Covenant rules.

LEGENDS ON THE CHARGE

A PREVIEW OF *WARMACHINE: LEGENDS* DRAGOONS AND MERCENARIES

ORIN MIDWINTER, ROGUE INQUISITOR

Midwinter is a mad dog born to hunt. Woe to the world that he has slipped our leash.

—The late Head Inquisitor Dexter Sirac after the Lion's Coup

Orin Midwinter may be the last of a dying breed. The word Inquisition still evokes dread in Cygnarans who lived through the end of Vinter Raelthorne IV's reign. Few remain of this once mighty fraternity of ruthless wizards that tortured and killed any who opposed their king. Among the elite of this fellowship, Senior Inquisitor Orin Midwinter held a position just below Head Inquisitor Dexter Sirac. He has spent the last thirteen years concealing his background and living in squalor, but he has maintained his uniform against the day he might resume his work.

Raelthorne originally formed the Inquisition to stamp out witchcraft, although he soon expanded the powers of its ruthless agents to root out any perceived treason. Orin made his name neutralizing rogue sorcerers and less involvement in the torture of petty nobles or

others captured for sedition. His invoked lightning has often fallen on those Orin decides show too much curiosity about his past. These occasional murders have necessitated him staying on the move, never at home in any port or town or city.

USING ORIN MIDWINTER

Midwinter is a versatile, if fragile, spell-casting solo, one which is easy for the enemy to overlook if they are unfamiliar with his capabilities. It is important for a player utilizing Midwinter to keep in mind that he can be killed relatively easily, so keeping him protected proves important to getting the most of his abilities. His Stealth spell goes a long way in helping keep him safe, but leaves him vulnerable to AOE attacks, damage rolls which do not rely on an attack roll (like the Stormsmith's Stormcall), and attacks which hit nearby automatically. The best way to avoid this is to be careful about Midwinter's placement. Certain other mercenary models like Gorman di Wulf can help with keeping Midwinter safe via his Smoke Bomb. Alexia is another good partner, as she often prefers to stay in the backfield, like Midwinter, and Thralls can provide a convenient wall of bones.

So long as the enemy has higher priority threats to worry about, it should not be too difficult to maneuver Midwinter close enough (within 12") to benefit from Energy Vacuum. This ability allows Midwinter to gather up to 3 power tokens which greatly enhance his power. Energy Vacuum applies to any spells cast within 12", not just those cast by a warcaster/warlock. This includes models like Greylords, Druids of Orboros, the Vassal of Menoth, Alexia, the Journeyman Warcaster, Lady Aiyana, and Darragh Wrathe.

Midwinter is a man who hunts spell-casters, so by all means take advantage of his Null Magic spell to stop any casting within 12" entirely. In some cases, this may be more vital than letting him gather power tokens. Being able to prevent Greylords from freezing a key asset with their Ice Cages or interfering with the Druids' ability to cast the Devouring might be worth risking Midwinter's life by foregoing stealth for a round or two.

Any player who has faced Cygnar or the Circle Orboros has felt the jealousy of watching lightning arcing into his ranks. Midwinter's Lightning Strike allows other factions to have a taste of lightning and give those other factions a bit of revenge. If you feel inclined to cast Lightning Strike, it's a good idea to have a token or three to boost the initial attack roll and/or its various damage rolls. These boosted rolls combine with Arcane Executioner to gain an additional die on damage rolls against an enemy that has an upkeep spell upon it. Rolling four dice makes his POW 10 lightning considerably more deadly and formidable, particularly against enemies with low ARM. Watch Caine with his ARM 13 weep as Midwinter bounces a lightning strike off a nearby enemy to strike the gun mage despite DEF 20 from his Blur spell.

Midwinter **Cmd 8**

SPD	STR	MAT	RAT	DEF	ARM
6	4	6	4	14	12

Void Staff

SPECIAL	POW	P+S
Multi	5	9

Damage	5
Field Allowance	C
Victory Points	1
Point Cost	24
Base Size	Small

Mercenary
Orin Midwinter will not work for Cygnar.

Minion
Orin Midwinter will only work for the Skorne.

Midwinter
Arcane Executioner - Midwinter gains an additional die on damage rolls against an enemy model with an upkeep spell on it.

Magic Ability
As a special attack or action, Midwinter may cast one of the following spells during his activation. Determine the success of a magic attack by rolling 2d6 and adding Midwinter's Magic Ability score of 7. If the roll equals or exceeds the target's DEF, the attack succeeds. Midwinter cannot make additional attacks after making a magic attack.

- **Lightning Stroke (★Attack)** - Lightning Stroke is a RNG 10, POW 10 magic attack. Lightning arcs from the model hit to d3 additional models. The lightning arcs and automatically hits the nearest model within 4" of the last model hit, but it cannot strike the same model more than once.
- **Null Magic (★Action)** - Models cannot cast spells while within 12" of Midwinter. Null Magic lasts for one round.
- **Stealth (★Action)** - Midwinter gains Stealth for one round. Attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, he does not count as an intervening model.

Void Staff
Energy Vacuum - Midwinter gains one power token when an enemy model within 12" inches of him casts a spell. Midwinter may spend power tokens for additional attacks or to boost attack or damage rolls. Midwinter can have up to 3 power tokens at any time.

Reach - 2" melee range.

TACTICAL TIPS

NULL MAGIC: Don't forget that Null Magic affects friendly models too.

LEGENDS ON THE CHARGE

A PREVIEW OF *WARMACHINE: LEGENDS*
DRAGOONS AND MERCENARIES

STANNIS BROCKER, STEELHEAD COMMANDER OF TERNON CRAG

The goals of great conquerors would come to nothing without men willing to heed their orders and bathe in the blood of the enemy.

—Asheth Magnus, the Warlord

Many soldiers do not relish battle. They see their grim work as a necessary expedient to preserve the peace or to shield those lacking strength of arms. Stannis Brocker is not one of those men. He has spent long decades earning coin by dealing death and misfortune to others without regret. This hardened man makes no apology for his brutal profession and greets news of strife abroad as the promise of good business to come.

He cares nothing for the reasons behind any specific conflict; the whys and wherefores will not help him cleave or command men, so he has no use for them. He is, in some ways, the epitome of the mercenary ideal: apolitical, effectively amoral, and interested only in battle and coin. He has spent two decades fighting alongside his brothers in the Steelhead Mercenary Company and has earned his own type of immortality in its rosters and annals. Stannis Brocker lords over the Ternon Crag Steelheads as an undisputed tyrant, admired and feared but not always loved.

Seeing Brocker astride his horse Gorbrute and with his greatsword Thrasher held aloft often brings to mind tales of the ancient Warlord Era, when a man like Stannis Brocker could have carved out a fiefdom with the edge of his blade.

USING STANNIS BROCKER

The first thing to realize about Stannis Brocker—and keep this always in mind—is that he's a cavalry solo, not a dragoon. He doesn't dismount, he dies. Never fear, however. Brocker is a hearty model with high armor and ten wound boxes your opponent must fill in the hard way. Brocker's regular solo status also means he has a much lower point cost than the dragoons.

Brocker presents a versatile threat thanks to his long-range hand cannon and his massive greatsword Thrasher. None of Brocker's other abilities require an action, so if he is not charging into melee he should be lining up a shot with his hand cannon no matter what else he's doing. Thanks to the cavalry rules and Brutal Charge he gets +2 MAT and +2 damage on charge attacks, and he rolls 4d6 for damage on a critical hit. Brocker's speed and charge bonuses mean he should generally get to pick when and where he fights, but Forefend allows him to get in the traditional Steelhead early strike against an enemy that closes with him.

While formidable in combat, Brocker is first and foremost a leader of men. Several of his abilities relate specifically to Steelhead models, but Brocker's non-specific Commander ability lets any mercenary models borrow his CMD. The excellent benefits he offers to other models means you don't want to sacrifice him on a premature charge to eliminate a couple low-point models. Wait for a juicy target and have him send in the cannon fodder to eliminate the peons.

Make sure to keep straight which units benefit from Brocker's various abilities. Only Steelhead Halberdiers receive the benefit of Field Promotion, for example. On the other hand, he can issue the Furious Charge order to any Steelhead unit. This order provides excellent additional striking range and allows charges across rough terrain. Note that this ability does not make the models immune to the penalty for crossing rough terrain, so they still reduce the distance they move.

Managing the traffic of a large number of Steelhead Halberdiers and Heavy Cavalry quickly gets onerous, but Steelhead Tactician helps. This allows Steelhead models to move freely through one another as they activate, so long as they have room for their bases. Brocker counts as a Steelhead model, so he can fire his hand cannon through intervening Steelheads that would otherwise block his line of sight. Keep in mind how this ability interacts with Flank. The cavalry models benefit from as soon as a Steelhead Halberdier engages the enemy even if the Halberdier did not actually attack. This means the Halberdiers can run 12" and engage enemy troops. Brocker goes next to wreak havoc and position himself for Steelhead Tactician. Then the swift cavalry charge through the Halberdiers and gain the Flank bonus.

Brocker — **Cmd 9**

SPD	STR	MAT	RAT	DEF	ARM
8	6	7	5	13	17

Hand Cannon

RNG	ROF	AOE	POW
12	1	—	12

Thrasher

SPECIAL	POW	P+S
Multi	5	11

Mount

SPECIAL	POW	P+S
—	10	—

Damage	10
Field Allowance	C
Victory Points	1
Point Cost	37
Base Size	Large

Mercenary

Stannis Brocker will work for any faction.

Brocker

Commander - Brocker has a command range equal to his CMD in inches. Friendly Mercenary models/units in his command range may use Brocker's CMD when making command checks. Brocker may rally and give orders to friendly Mercenary models in his command range.

Field Promotion - Once per activation, Brocker may promote a Halberdier in a friendly Steelhead Halberdier unit that has had its Sergeant destroyed or removed from play. That Halberdier must be in Brocker's command range. Replace the promoted model with a Sergeant model. Effects, spells, or animi on the replaced Halberdier are applied to the new Sergeant.

Forefend - Brocker may make a melee attack against an enemy model that enters and ends its movement within his melee range. Resolve the attack immediately after movement ends. If Brocker makes a Forefend attack, he may not make another until after his controller's next turn.

Furious Charge (Order) - Brocker may issue this order to a friendly Steelhead unit. Models that receive this order must charge at SPD +5 or run, and they may cross rough terrain though they suffer normal movement penalties.

Steelhead Tactician - While in Brocker's command range, friendly Steelhead models, including Brocker, ignore friendly Steelhead models when drawing LOS. During its activation, a friendly Steelhead model, including Brocker, may move through other friendly Steelhead models in Brocker's command range without effect if it has enough movement to move completely past the models' bases. While in Brocker's command range, friendly Steelhead models, including Brocker, may make melee attacks through friendly intervening Steelhead models.

Thrasher

Brutal Charge - Brocker gains +2 to Thrasher charge attack damage rolls.

Critical Brutal Damage - On a critical hit, roll an additional damage die.

Reach - 2" melee range.

LEGENDS ON THE CHARGE

A PREVIEW OF *WARMACHINE: LEGENDS* DRAGOONS AND MERCENARIES

THOR STEINHAMMER

He and his wrench are worth more than a company of hired guns.

—Captain Sam MacHorne

Thor will be the first to admit he is a disappointment to his entire family line. He reveals this with a jovial smile and a hearty laugh, however, and shows no sorrow for having upset his ancestors' hopes for his generation's perfect dwarven warrior. Thor's disregard stems from the weight of gold in his pockets. As one of the best-paid mercenaries in western Immoren, his specialized talents command more coin than any duelist, rifleman, or other breed of common soldier. Unlike them, Thor can command and maintain the expensive warjacks essential to modern conflict.

Thor enjoys hiring on with fellow Rhulfolk, but he has also become a welcome sight in taverns frequented by human sell-swords from Five Fingers to Ternon Crag. He has learned the ins and outs of maintaining the variety of second-hand 'jacks popular in mercenary circles. In addition to his fair hand with a wrench, Thor has a peerless knack

for squeezing maximum performance from the machines under his command. He insists his talent is not mystical or arcane, but rooted in simple know-how combined with a dash of finesse.

USING THOR STEINHAMMER

One of the most striking visual elements of Thor Steinhammer is his blazing blowtorch. Don't let this hypnotize you; Thor should avoid combat most of the time. That being said he knows how to tear 'jacks apart with Dismantle and two melee attacks. He can certainly finish off a wounded 'jack in a pinch. In most cases it's better to preserve him and exploit his other abilities.

All of Thor's main strengths have to do with 'jacks: Repair, 'Jack Marshal, and Tune Up. It's worth noting that while the latter two abilities only apply to Rhulic 'jacks, he can Repair any mercenary warjack. This gives him added utility to a wide variety of mercenary contracts and mercenary warcasters. Note that he cannot Repair faction 'jacks. When including him in a faction army, it is best to use his considerable 'jack marshaling skill and bring one or two Rhulic 'jacks under his control. The Grundback Blaster comes highly recommended, but each has their uses.

One of Thor's most exceptional abilities is Combat Mechanik, which applies to both of his special actions. This allows Thor a second movement after he performs a special action. The use of this might seem puzzling at first, but what this allows is for Thor to move into base to base with a Rhulic heavy 'jack, repair it or tune it up, and then move to a better position. This is important since Rhulic heavies have DEF 9, which means anything close to them is an easy target for AOE or other indirect attacks. Alternatively, this second movement can be used to give Thor tremendous mobility compared to other generally slow Rhulic models.

Between 'jack marshal perks, Tune Up, and his Haste Drive, Thor can run 'jacks almost as effectively as a warcaster. Tune Up can be used on any Rhulic 'jacks, not just the ones he marshals. This works nicely on a 'jack with multiple attacks, such as the Driller heavy warjack or the Grundback Blaster's spray attack. If a Blaster is attached to a warcaster, a single focus will boost all of its spray attack rolls, while Tune Up can allow for all of its damage rolls to be boosted as well. This provides efficient, accurate, and brutal damage output against multiple clustered foes.

As nice as this is, don't be afraid to put a Driller or a pair of Blasters under Thor's direct control. Tune Up can be used on one 'jack in addition to the boosted roll from 'Jack Marshal for an effective combination. Thanks to Grip, a Driller only needs its first attack roll to hit for both of its weapons to strike, and they can both benefit from Tune Up to receive boosted damage. As another example, if a Blaster attacks a line of high DEF infantry, Tune Up can boost all of the spray attack rolls, and the 'Jack Marshal boost can be saved for the most important single damage roll.

His Haste Drive allows Rhulic 'jacks to almost fly across the table and a player needs to be careful not to let them outrun their master. Using a Drive is always a risk, since a failed skill check means no 'Jack Marshal bonus that round. But this risk is well worth it if the added movement provides the perfectly aligned spray attack or grants a charge attack against a target which is normally out of reach.

Steinhammer Cmd 9

SPD	STR	MAT	RAT	DEF	ARM
5	6	6	5	12	14

Blowtorch

RNG	ROF	AOE	POW
4	1	—	12

Torch

SPECIAL	POW	P+S
Multi	12	12

Wrench

SPECIAL	POW	P+S
—	2	8

Damage	5
Field Allowance	C
Victory Points	1
Point Cost	26
Base Size	Small

Mercenary
Steinhammer will not work for Cryx or the Protectorate.

Steinhammer

Combat Mechanik - After performing a special action, Steinhammer may immediately move up to his current SPD in inches.

Dismantle - When Steinhammer hits a warjack with a melee attack, roll an additional die on the damage roll.

Haste (Drive) - Steinhammer may attempt to Drive each warjack under his control in his marshaling range. To Drive a warjack, Steinhammer must make a command check at any time during his activation. If the check succeeds, the warjack gains +3" of movement during its activation this turn. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.

'Jack Marshal (2) - Steinhammer may start the game controlling up to two Rhulic Mercenary warjacks.

Repair [9] (★Action) - Steinhammer may attempt repairs on any friendly Mercenary warjack that has been damaged or disabled. To attempt repairs Steinhammer must be in base-to-base contact with the damaged warjack or disabled wreck marker and make a skill check. If successful, remove d6 damage points from anywhere on the warjack's damage grid.

Tune Up (★Action) - Steinhammer tunes up one friendly Rhulic warjack in base-to-base contact with him. The tuned warjack gains boosted attack or damage rolls. Tune Up lasts for one turn.

Blowtorch

Fire - A model hit by the Blowtorch suffers Fire. Fire is a continuous effect that sets the model ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.

Torch

Fire

Flame - Do not add Steinhammer's STR to Torch attack damage rolls.

PRIVATEER PRESS'

FORMULA P3 GRANDMASTER PAINTING COMPETITION

2007 GRANDMASTER CHAMPION

IT'S NEVER TOO EARLY TO START PAINTING LIKE YOU'VE GOT A PAIR!

THE CATEGORIES AND PRIZES

WARJACK/WARBEAST
A single light or heavy warjack or warbeast.

1ST PLACE PRIZE: $200 US

WARRIOR MODEL
A single trooper, solo, warlock, or warcaster.

FIRST PLACE PRIZE: $200 US

BATTLEGROUP
A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts. No troops or solos.

1ST PLACE PRIZE: $200 US

UNIT
A unit of at least the minimum number of allowed models and no more than the maximum number of models allowed. Unit Attachments and Special Weapon Attachments may be included.

1ST PLACE PRIZE: $200 US

DIORAMA
A scene of the Iron Kingdoms, made up of components that do not exceed 12" wide, by 12" tall, by 12" deep.

1ST PLACE PRIZE: $200 US

GRANDMASTER
Selected from the winners of the above categories.

GRAND PRIZE: $1,000 US

The Grandmaster will win $1,000 US for the Grand Prize and $200 for the category that qualifies them, for a total of $1,200 US.

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Show up at Gen Con Indy. Fill out an entry form at the Privateer Press booth and drop of your entries on Thursday and Friday starting at 1:00 PM and Saturday from 10:00 to 11:00 AM. All entries must be received by Saturday 8/16/2008 by 11:00 AM.

RULES

- All entries must be Privateer Press miniatures. Conversions and scratch building is allowed, but must fall within the scope and atmosphere of the Iron Kingdoms game world and be either scratch built or made with parts from Privateer Press models. No third party parts permitted.
- All entries must be modeled and painted by the person entering. The person entering must hand in the miniatures themselves at the specified time. Entries must also be collected from the display case at the specified time. Any entries not collected by the end of the show automatically become the property of Privateer Press.
- All entries must be accompanied by the appropriate entry form. This must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they have handed in their miniatures. In order to collect their miniatures at the end of the show, competitors must present this ticket and valid ID in person.
- Competitors can only enter categories once, through they can enter as many of the categories as they choose.
- All entries must be presented on the appropriate size base for which the model was designed, but extra scenic details may be added.
- While every care possible will be taken with the entries, the miniatures are entirely at the risk of the competitor. Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.
- Privateer Press has the right to photograph the competition submissions and to publish photographs on the web or in print.
- Privateer Press reserves the right to refuse entry to any competitor with or without cause. Privateer Press staff and family are not eligible to enter.
- Cash winnings are subject to all state, local, and federal laws.
- The judges' decisions are final in all cases.

WINNERS ANNOUNCED AT 5:00 PM · SATURDAY 8-16-08 AT GEN CON INDY!

The GAMERS' JOURNAL

By **Matt DiPietro, Rob Hawkins, Ron Kruzie,** and **Quentin Smith**

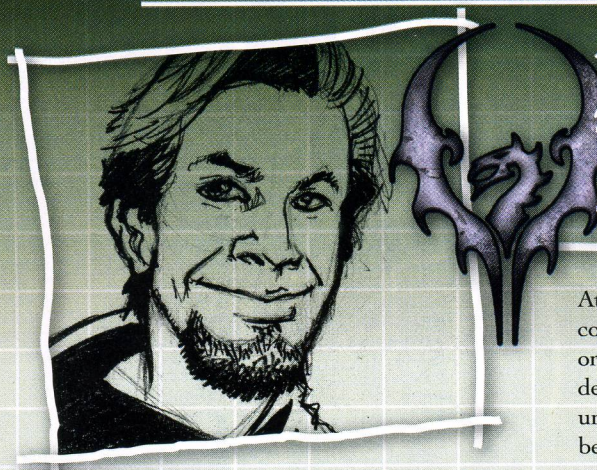
The Gamers' Journal chronicles the journey of four hobbyists as they assemble, paint, and play with their WARMACHINE and HORDES armies. Studio Director Ron Kruzie, painters Matt DiPietro and Quentin Smith, and Hobby Manager Rob Hawkins have all stepped up to the challenge.

Here in the Privateer Press miniatures studio, painting an army of your own can quickly fall by the wayside after working on models for eight hours straight every weekday. To maintain our plan to build new armies, we came up with the Studio Showdown: Build a 1,000-point WARMACHINE or HORDES army in four months.

Last issue, we each began with a 350-point list. This time, we step up the painting and the tabletop action by bringing our forces to 500 points. The following months will see us rounding out our armies at 750 and finally 1,000 points.

Each month we need to purchase, assemble, and paint the models for our armies and get in as many games as we can. We allow each other to play with models in progress, but everything needs to be finished by the end of the month. Failure is not an option!

Studio Showdown, Part 2



Matt Dipietro: Legion of Everblight

MATT'S LEGION OF EVERBLIGHT ARMY (500)

MODEL/UNIT	POINTS
Thagrosh, Prophet of Everblight	74
Carnivean	124
Shredders x 2	69
Blighted Legionnaires x 8	75
Incubi	55
Warmongers x 3	66
Gudrun the Wanderer	37
Total	**500**

Black = Same · Blue = Change · Red = New Models

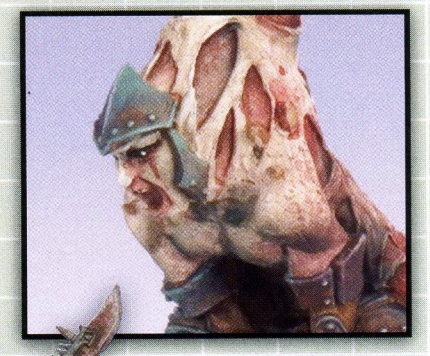
Another round of Studio Showdown has come and gone, and what a round! Serious painting and vicious confrontations have filled these last few weeks. I'm very happy with the performance of Thagrosh and his immortal legion.

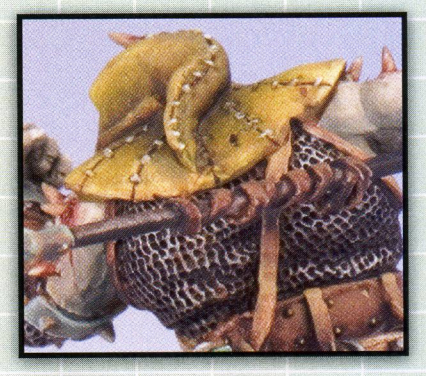
At the end of last issue I found myself contemplating Blighted Archers or Swordsmen, but after some deliberation, I decided on a minimum unit of Warmongers since they fit better with my army theme. One of my favorite strategies for the Legion of Everblight involves bringing their models back from the dead (or otherwise recycling them), and I decided to emphasize this strategy with the rest of my points. I briefly considered a Spawning Vessel, but decided that I didn't have quite enough models to warrant this. Instead, I settled on including Incubi, who have quickly become my opponents' most hated enemies.

In my first game against Rob, my Blighted Legionnaires wrecked his Deathjack. When Deneghra popped her feat and counterattacked, the weakened Legionnaires turned into full strength Incubi (since they were not on the table when Rob used The Withering, they escaped it) that promptly walked over to Deneghra and ripped her to shreds. Nothing compares to the look on your opponent's face when he loses on his own turn!

Keeping with the theme of "models you have to kill twice," I added Gudrun the Wanderer. I liked how this model looked, but I added some spikes to make him look as if he had succumbed to the blight. He would prove invaluable for throwing my opponents' army into disarray in the beginning turns of the game so the rest of my army could advance into position. This addition put me five points over so I dropped a Shredder and tacked on a couple more Legionnaires to round my list out to exactly 500 points.

Having played a few games with my army, I am very happy with my choices for its composition. I have yet to lose a game, so I guess I'm the man to beat around here. We will see how my record holds up in the coming months. Even though we just finished this round of army building, I'm already plotting how I will expand the army to 750 points. A Raek is enticing, since it will have Stealth as long as Death Shroud stays up. I also feel that I really need some shooting to harass the enemy as I advance and hopefully snipe some key targets, so I plan to take a Scather catapult and a unit of Striders.





Rob Hawkins: Cryx

The Deathjack very nicely brought my force to 500 points. Adding a single, highly detailed model provided me a great opportunity for conversion work. I wanted a truly unique and dynamic Deathjack as the centerpiece of my army, so I reposed the entire model.

I used a large metal base and a Nomad wreck marker to ensure stability. To get the Deathjack perched atop the wreck, I pinned its legs into place on the Nomad, cut apart and repositioned each toe joint, and puttied the gaps so that the talons griped the surface. Pins through the waist and the neck allow the Deathjack to have more motion in his stance. For the arms, I did some putty work to ensure a secure join at the elbow, and I repositioned each finger. I put a total of 25 pins in this model! The assembly took place during four lunch hours and a five-hour modeling session at home one evening.

Painting the Deathjack went pretty quickly. I used the same technique of Khador Red Highlight and Bloodstone to wash the metal with rust, and Coal Black with Cryx Bane Highlight for the mottled blue armor plates. The painting took four lunch hours to complete. After finishing the Deathjack, I decided to add some souls and wreck markers to my collection.

This round of games didn't go very well for me. When Quentin's army occupied a small hill and rained hot death on my army for four or five turns, my lack of support troops really hampered my efforts. I successfully dispatched Dirty Meg and her Freebooter, but I played it too cautiously and let him pick off my 'jacks almost one by one as I advanced on his position. With the majority of my force down, I had to concede the battle. Next time, I'll send in everything I've got in one quick wave. That should force Quentin to either split his fire or concentrate on just one or two targets and allow the rest to get through.

Matt's Legion of Everblight army, on the other hand poses an entirely different set of problems. I basically have to kill everything twice! In our game, I foolishly let the Deathjack get charged by Gudrun, thinking I could just paste him, collect the soul, and use it to recover any damage. Since Gudrun doesn't die when first destroyed, the Deathjack just had to sit there and take it as Gudrun and the Legionnaires finished it off. Even though I chose Cryx intending to make assassination runs, I'm finding it harder to change tactics than I expected. I'll need to tie up Matt's army while running bonejacks at Thagrosh, and that's going to require more troop units. I think I have a lot of painting ahead of me for the next round.

ROB'S CRYX ARMY	(500)
MODEL/UNIT	POINTS
Warwitch Deneghra	76
Slayer	110
Deathripper x 2	76
Defiler	45
Skarlock	16
Necrotech	9
Scrap Thrall x 2	10
Deathjack	154
Total	**496**

Black = Same · Blue = Change · Red = New Models

Ron Kruzie: Skorne

RON'S SKORNE ARMY	(500)
MODEL/UNIT	POINTS
Lord Tyrant Hexeris	67
Titan Gladiator x 2	218
Paingivers (6)	52
Ancestral Guardian x 2	56
Paingivers	52
Agonizer	30
TOTAL	475

Black = Same · Red = New Models

When it came time to add some more models to my army, continuing my "Titan front" theme, I managed to whip an Agonizer and another unit of Paingivers into shape. I also decided to add two Ancestral Guardians for some cheap, soul sucking counteroffensive ability.

Painting these minis went super fast. The Paingivers received the same paint job as last time, and I also did a few weapon swaps for some visual variety. The Ancestral Guardians were drybrushed with multiple layers of gray. Following that, I painted on the gold trim and took some time to make the gems really bling. The Agonizer was quick and fun. I employed a technique Matt DiPietro taught me using super thinned down paint two-brush blended over white primer. This proved a good and fast way to paint using white primer.

My first game with Quentin was tough. My slow army lumbered towards the Privateers, took turn after turn of crippling fire, and became mired in a large trench I could not charge over. It was painful. With the help of my troops, Hexeris finally snaked in over the bridge and charged Montador. I cut him down to a single wound and would have had his soul if I had remembered to grab fury from the Agonizer. I won't make that fatal mistake again. Montador stood up and took Hexeris' life the following turn.

Fighting against Matt's Legion of Everblight was, again, very painful. What in the world is with that Legion army? Every time you kill something, it comes back! For instance, on Matt's turn he would kill one of my Paingivers under the Death March spell, and then I would kill a Blighted Legionnaire trooper in return, only to have it turn into an Incubi. Since it was Matt's turn, the Incubi would get its free action and then proceed to get its normal activation. On top of all this, I wouldn't even get the soul from the Death Marched Skorne troops! I don't even want to get into what Thagrosh did after that…Oh, boy…

I love my Titan-themed army and will stick with it (with a few freshly schooled changes). However, I need to really think about how to make the army serve me better. With the pain smarting, who can I torture to get more tactical information?

Looking at my army, it moves really slowly and has no ranged capabilities, but its power, endurance, and simply badass nature offset these drawbacks. The first issue is that the Ancestral Guardians are not getting the opportunity to use their abilities. I usually have Death March activated at all times, which means they don't easily get souls and tend to lag behind, so I'm dropping one of them. I want to give my army some ranged firepower and a screening unit—a full unit of Venators should suffice. I'll force a Basilisk Krea into service for better protection from the powder monkey pirates and include a full unit of Cataphract Cetrati to increase the unstoppable potential of the Skorne horde!

Quentin Smith: Privateers

Ding! Ding! Ding! Round Two! With a handful of games under my belt, I'm very happy to say the Privateers have performed like champs. Montador has some nasty combos tucked up his cuffed sleeves. Trying to exploit combos to their fullest potential, I've come to the conclusion that I have to deal enough damage with ranged weapons to seriously soften up, or better yet destroy, opponents before they can engage my troops.

This round, I continued my trend of using "point-heavy" figures (remember, more points per figure = less figures = less painting). I also learned from my losses last round that my list had some big holes that needed filling. It needed more effective shooting, so I hired Master Gunner Dougal MacNaile. I'm typically outnumbered, so I need a distraction to divert some of the opponent's troops away from my main battle group. To achieve this, I polished off the 150-point allowance with the duo of Dirty Meg and her 'jack marshaled Freebooter.

My first challenge for the new improved 500-point list was a game against Ron's Skorne, which pitted us on opposite sides of a table divided by a large "water-filled" trench. This proved a major advantage, as a number of my 'jacks are Amphibious. On Turn 2, once the Skorne lumbered into range, I activated the Master Gunner and used his Artillerist special action to improve the Mariner's shots. Next, Montador cast his Broadsides spell, which allowed the Buccaneer, Mariner (with bonuses from the previously activated Dougal), Vanguard, and Montador himself to shoot twice! The Buccaneer activated first and targeted the toughest opponents (Titan Gladiators) with its nets to lower their DEF to 7 for the rest of the turn. The Mariner, Vanguard, and Montador all took advantage of this and blasted the Gladiators to pieces. A couple rounds of long-ranged pummeling took its toll on the rest of the Skorne and left Montador free to dispatch Hexeris.

Playing Rob presented a different set of challenges, as his Cryx force moves quite fast and packs the punch of a Deathjack. In this game, I tried to lure away some of his Cryxian pack with Dirty Meg and the Freebooter. Meg quickly got plastered (so far she is my weakest link) and left the Freebooter alone on his diversionary march. Luckily, this proved enough as the Deathjack and Slayer both went down to my firing squad, while Deneghra and her ghoulish pals addressed the Freebooter slowly approaching their flank!

So far the Privateers have been great fun to collect and field, with loads of personality and quirky rules. Grogspar's dynamite exploded every round in all my games, however Master Gunner Dougal MacNaile was the definite MVP. His Artillerist and Double Powder Ration abilities make for vastly improved shooting from my battlegroup. Since the last game, I've cooked up other effective ways of using Montador's feat, which, until now, has simply stalled the enemy advance to allow for more ranged attacks. Next time around, I'll try out some of these tactics, or maybe I'll just add three Deck Guns.

QUENTIN'S PRIVATEER ARMY	(500)
MODEL/UNIT	POINTS
Captain Bartolo Montador	71
Mariner	110
Buccaneer	61
Vanguard	76
Bosun Grogspar	26
Dirty Meg	23
Freebooter	92
Dougal MacNaile	28
TOTAL	487

Black = Same · Red = New Models

In this issue of Modeling and Painting, Studio Painters Matt DiPietro and Quentin Smith cover how to make painting the daunting High Exemplar Gravus a snap and techniques to paint a Nephilim Soldier—and thus your entire army—in record time.

Instruction by ***Matt DiPietro*** *· Painting by* ***Matt DiPietro*** *and* ***Quentin Smith***

Modeling and Painting:

Painting High Exemplar Gravus

Studio Style!

High Exemplar Gravus is a beast of a model. With minute detail on every corner of his body and horse, painting this miniature can seem a bit daunting to say the least. Through experience, I've found the best way to tackle a project of this magnitude is to use a limited color palette to break the project into manageable chunks. In this case, I used only four main colors to paint the model: grey for the horse, white for the armor, red for the trim, and gold for the details. Dealing with each color in this methodical manner knocks this beast down to size.

Step 1.) Start with the horse. That way, you paint the most recessed parts of the model first so you won't have to risk reaching past finished areas with the brush. Mix a dot of Greatcoat Grey in a large amount of Morrow White and shade with very thin paint. Add a dot of Bastion Grey, and continue to shade. Add Iron Hull Grey to create the deepest shadows. Put a thin coat of Thamar Black on the horse's mouth, and add some thin lines to separate the skin from the armor plates.

Step 2.) When painting animals of any sort, it is vital to get some reference photos to make sure they look realistic. Horses are never uniformly one color, so mix up a thin glaze of Rucksack Tan, and apply it to areas of the model to give the hair some natural variation. Mix Thamar Black and Midlund Flesh, and blend it out from the nose and mouth.

Step 3.) When painting over white primer, start with the lighter color and work your way down with shading techniques. In this step, basecoat the armor plates with Menoth White Highlight. Basecoat the chain mail with Cold Steel, then wash with a mix of Exile Blue, Thamar Black, Umbral Umber, and some Mixing Medium.

What You'll Need:

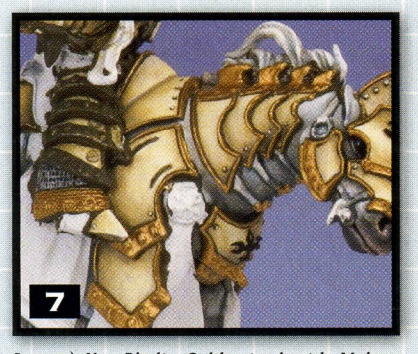
- Bastion Grey
- Brown Ink
- Coal Black
- Cold Steel
- Cryx Bane Base
- Cryx Bane Highlight
- Exile Blue
- Greycoat Grey
- Iron Hull Grey
- Khardic Flesh
- Menoth White Base
- Menoth White Highlight
- Midlund Flesh
- Mixing Medium
- Molten Bronze
- Morrow White
- Rhulic Gold
- Rucksack Tan
- Sanguine Base
- Sanguine Highlight
- Solid Gold
- Thamar Black
- Thornwood Green
- Umbral Umber
- Yellow Ink

Step 4.) In this stage, the armor plates begin to come together with a shade of Menoth White Base.

Step 5.) For this stage, shade with a coat of Cryx Bane Highlight. Some of the most recessed areas receive a shade of Bastion Grey to better define the shadows.

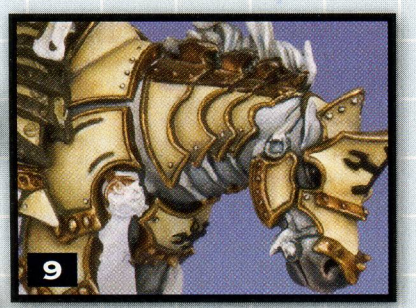
Studio Style

Step 6.) Metallic paint never looks quite right when applied directly over white primer, so prepare the edging and other gold areas with a coat of Thornwood Green. At this stage, I got a little overzealous and coated the edging on the greaves with Thornwood Green as well. This was unnecessary, since they will be painted Sanguine Base, but it won't affect the end result.



Step 7.) Use Rhulic Gold mixed with Molten Bronze and small amounts of Brown Ink and Yellow Ink to give the gold basecoat a rich and burnished look.

Step 8.) Wash the gold areas with a mixture of Mixing Medium, Brown Ink, Umbral Umber, and Cryx Bane Base (the latter cuts out some of the red color from the mix).

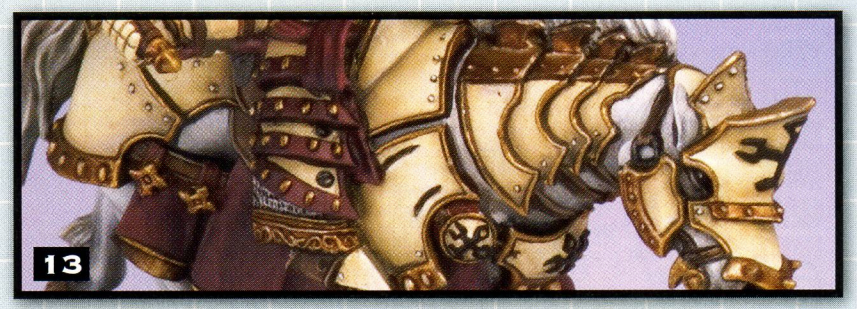


Step 9.) To highlight the gold parts, mix Rhulic Gold with Solid Gold and apply to reclaim some of the areas covered by the wash. Add a generous amount of Quick Silver to the previous mix, and apply some final highlights to the gold parts.

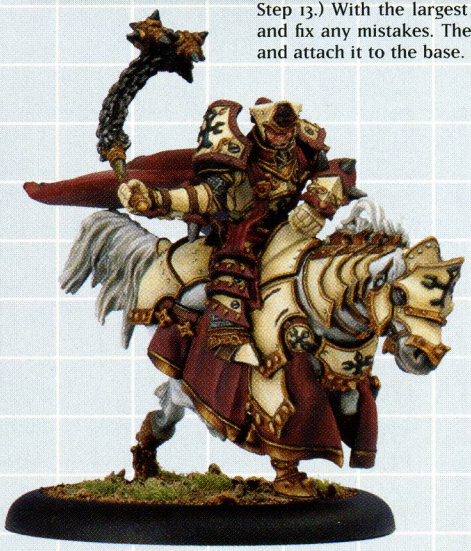
Step 10.) With the gold complete, move on to the sanguine color. Mix Sanguine Base with Khardic Flesh and a dot of Midlund Flesh, then apply this as a basecoat. I based some of the cloth ribbons in a similar mixture, but use Sanguine Highlight instead of Sanguine Base. This helps differentiate the ribbons from the red armor.

Step 11.) Use Sanguine Base on its own to shade the red cloth and armor. Even though I based the ribbons differently, I shaded them exactly the same as the rest of the red areas.

Step 12.) The final shade for the red areas uses a mixture of Sanguine Base and Coal Black. The green in the Coal Black tends to cancel out a lot of the warmth in the Sanguine Base color to produce a nice, rich shade.



Step 13.) With the largest areas of the model painted, go back through and fix any mistakes. Then, remove the model from its painting holder and attach it to the base.



To complete the model, paint the flail in a manner similar to the chain mail mentioned earlier. Finish the base with rocks and static grass. Now we're ready to brain some poor bastards in the name of the Creator. Well, once we finish painting his dismounted version, that is.

Stratio Style!

Speed Painting-Nephilim Soldier

*By **Matt DiPietro**, Studio Painter*

When it came time to paint my army for the Gamers' Journal: Studio Showdown articles (see pg.47), I knew I needed to paint the army very quickly. At the same time, I wanted it to look as good as possible on the tabletop. My dire need for speed came from the fact that we assembled and painted the armies for the studio showdown off the clock and on a tight deadline. Since I already paint forty hours a week, I didn't want to burn myself out. But hey, I can solve this problem—after all I'm a professional, and when the going gets tough, the tough get creative.

I normally paint all my models using black primer, but I went with a white primer coat for this project. Here's why: The basecoat stage of the painting process is normally the most time consuming step, since you need a solid coat to build up from. Highlighting is the second most time consuming step, since it requires the most precision. With the technique I developed for my Legion of Everblight, however, I would neither basecoat or highlight! This model took two hours to complete. Consider that it normally requires 14 hours to paint this model to studio-quality specifications, and you'll see why these techniques really help for producing a great-looking army on the quick.

What You'll Need:

- Arcane Blue
- Bastion Grey
- Beast Hide
- Beaten Purple
- Bloodstone
- Brown Ink
- Coal Black
- Cold Steel
- Cryx Bane Base
- Greycoat Grey
- Idrian Flesh
- Menoth White Base
- Mixing Medium
- Red Ink
- Ryn Flesh
- Sanguine Base
- Thamar Black
- Thrall Flesh
- Trollblood Highlight
- Umbral Umber
- Underbelly Blue

Step 1.) Instead of laying down a standard basecoat, mix up a wash using Ryn Flesh and Trollblood Highlight for the skin. Notice how the white primer coat shines through providing automatic highlights.

Step 3.) Making sure to keep the wash wet and at the right consistency, add some Cryx Bane Base to the mixture, and apply another layer of shadows to the skin.

Step 2.) Add some Mixing Medium and a sizable portion of Bastion Grey to the previous wash. With this mix, apply the wash to the undersides of the muscles to begin defining shadows.

Step 4.) The last layer for the skin gives the shadows some serious depth and separates the individual muscles. Add Coal Black to the previous mixture and apply sparingly to the recessed areas of the flesh.

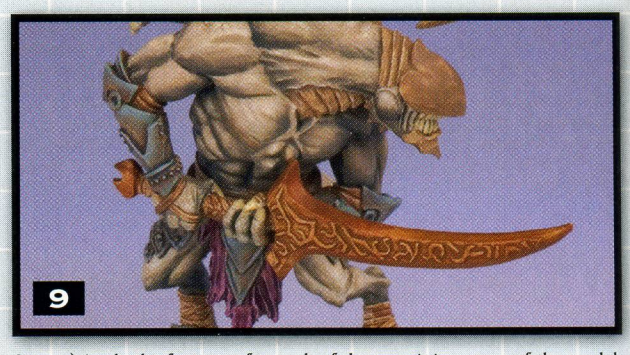
Speed Painting Style!

Step 5.) With the skin completed, it's time to move on to the armored areas. Mix up another paint wash using Bloodstone and apply it to all the armored areas.

Step 6.) In this step, apply another paint wash using Greatcoat Grey. The translucency of the washes causes the grey to mix with the Bloodstone, creating a very unique worn copper color.

Step 7.) One way to dominate the copper of the armor with verdigris is to use highlighting. Since you have saved so much time already, however, this extra step should only take a little bit of time. Just use a 50/50 mix of Thrall Flesh and Arcane Blue for the verdigris color.

Step 8.) To make the details of the armor pop, go back through and apply some quick and subtle line highlights using Underbelly Blue.



Step 9.) Apply the first coat for each of the remaining areas of the model. Wash the chitin plates with Beast Hide, coat the straps with Idrian Flesh, and hit the teeth and claws with a layer of Menoth White Base. Wash the sword with Bloodstone. Finally, wash the loincloth with a wash of Sanguine Base mixed with Beaten Purple.

Step 10.) Shade the natural armor with a wash of Umbral Umber and Sanguine Base. I concentrated this towards the edges of the plates.

Step 11.) Take Thamar Black and shade the natural armor. Then, mix Brown Ink with Thamar Black to create a wash to shade the straps, sword, and loincloth. Give the teeth and claws a similar wash using Red Ink and Thamar Black. Drybrush Cold Steel on the sword. After finishing the base, this Nephilim warrior is ready to crush all those foolish enough to stand against the Legion of Everblight!

Alternate Sculpt CHALLENGE

Here's the challenge: Pick yourself up one of the alternate sculpt models shown below and paint it up as best as you can! The Warpwolf and Dire Troll Extreme models are also fair game. Simple, right? You could win a $50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

www.privateerpress.com/noquarter/challenge

See the Winner of the Rock Hard Challenge from No Quarter #16 on page 95!

Entries due by 7/1/08

Secrets of the Wild:

Soul of a Soldier

Skorne Tactics

The armies of the east bring mighty beasts and disciplined warriors to the battlefields of western Immoren. Their versatile warlocks, powerful military tradition, excellent beast conditioning, and efficient soul magic make the Skorne army a truly dangerous foe.

By **David 'DC' Carl**
Art by **Keith Thompson**, **Andrea Uderzo**, and **Matt Wilson**

1. Fury Management

Every HORDES army must maintain a plentiful supply of fury for their warlocks and plentiful outlets for the fury that builds up on their beasts. Simply knowing when to force, rile, and leach is the first step of fury management, but additional faction-specific tools allow armies to get more mileage out of their warbeasts' and warlocks' fury stats.

The Conqueror's legions use Agonizers to ensure that warlocks have a steady supply of fury. Early turns rarely require warlocks to expend significant quantities of fury, and they can bank that fury in Agonizers for later turns. Though they may draw on some of this fury for powerful effects as the game progresses, Agonizers can play an invaluable role in late-game fury management, particularly in armies with a relatively low warbeast count.

On the flipside, Paingiver Beast Handlers can remove excess fury points from Skorne warbeasts, which enables them to boost more rolls or make more attacks. This ability does not excuse sloppy fury management, however, as Beast Handlers cannot use Enrage or Medicate on a warbeast in the same turn that they remove fury from it via Condition.

2. Safety First

The warlocks of the wilds cast spells that alter the field of battle, wield feats of tremendous power, and direct multi-ton warbeasts to carve through swathes of enemy soldiers. While among a HORDES army's most powerful models, these characters can also be its weakest link.

The Skorne have a broad range of methods to protect their warlocks from assassination. Several of these tools take the form of a somewhat offensive-oriented defense. The Basilisk Krea's Paralytic Field animus and Spiritual Paralysis attack, the Basilisk Drake's Withering Gaze attack and Impact animus, the Titan Gladiator's Subdue, the Cataphract Arcuarii's Hog Tie, the Rhinodon's Trip, and warbeast power attacks can blunt an opponent's counterattacks and restrict his offensive options. These effects all reduce the threat range of an opponent's models in some way, which makes warlocks (and other support models) safer in the process. If an enemy model cannot get in striking distance of a warlock, it cannot assassinate the warlock.

The defensive arsenal of the Skorne also includes some pure defenses that center on the warlock or models near the warlock. The Basilisk Krea's Paralytic Aura, the Titan Cannoneer's Diminish animus, the Cyclops Brute's Safeguard animus, the Praetorian Karax's Girded ability, and the Agonizer's Gnawing Pain all produce protective effects centered on friendly models rather than targeting enemies. Combining these abilities can grant Skorne warlocks extremely effective defenses against enemy attacks. Given the decent starting DEF and ARM values of Skorne warlocks and tools like screening, elevation, concealment, cloud effects, and cover, Skorne warlocks very rapidly become unattractive assassination targets.

3. Army Building Challenges

Building a Skorne army presents a unique opportunity due to the high number of interlocking parts. Nearly every model you bring can benefit every other model directly or indirectly, but a few models actually rely on other models to operate best. Spending points on a Bronzeback Titan makes additional Titans an attractive option. Spending points on Ancestral Guardians necessitates bringing troops to provide a fairly regular supply of souls. This makes building impressive 750-point Skorne armies not too difficult, but constructing effective 500-point Skorne armies requires careful consideration and hard choices.

Skorne models that specifically assist other models often perform well on their own, which makes fitting the Bronzeback Titan, for example, into a balanced 500-point list as easy or difficult as one chooses to make it. The Rancorous and Stampede abilities can be as much a curse as a blessing, so using the Bronzeback as a simple melee beater certainly works. Trying too hard to get maximum mileage out of these abilities and Herd Patriarch, however, can produce an army of Titans that pulps a few targets each turn, but has difficulty effectively dealing with swarms. Try to stick to a single Titan – either a Cannoneer taking advantage of the +2" of movement or a Gladiator taking advantage of the +2 on melee attacks.

Choosing to forego Immortals can really smooth army building, but this powerful unit has a lot of interesting synergy with a number of warlocks. In 500-point lists, a block of 148 points consisting of two Ancestral Guardians and eight Immortals is often the way to go (see Souls of the Fallen). The backup Ancestral Guardian keeps the Immortals effective longer, and the unit size balances cost and efficiency of unit buffs. This block of models leaves sufficient room for a living unit, a couple of warbeasts, and possibly some support—such as Beast Handlers, a Venator Catapult, or an Agonizer—depending on the unit and warbeasts chosen.

Outside of these areas, army composition varies greatly from warlock to warlock, but a balanced, combined-arms approach typically works best for Skorne armies. They have a number of great beasts but rely heavily on their warriors to deal with massed foes.

4. Hired Help

Many Skorne players neglect Minion models since they do not provide soul tokens to Ancestral Guardians or benefit from certain Skorne spells and feats. Minions actually prove quite useful in Skorne armies, however, but should not simply fill points as the Skorne already have so many great options. Rather, Minions cover specific Skorne weaknesses

(noted in Military Counterstrike below), such as handling rough terrain and low SPD on beasts like Titans.

For reaching models in rough terrain, consider the Totem Hunter, Farrow Brigands, and Gudrun the Wanderer. While the Brigands seem a bit cost-prohibitive in a faction that already struggles to fit everything into an army list, in scenarios or situations involving key points of rough terrain, Brigands can quickly prove worth the cost. Both solos make good choices for flushing out enemy models while the Skorne trudge through the brush to reach combat.

The low SPD of many Skorne models creates a disadvantage in scenarios that require players to control board areas or points. In this situation, the Bog Trog Ambushers and Gudrun the Wanderer help the most by contesting the required board regions while the powerful Skorne offensive drives forward. Gudrun fills this role particularly well since he refuses to die for a whole round after taking sufficient damage to be destroyed.

One final Minion unit worthy of note is the Swamp Gobber Bellows Crew. Not only can they provide defensive benefits in the form of clouds and concealment, but the -2 to attacks living (non-gobber) models suffer in the Fog Cloud also grants a powerful *melee* defense to Ancestral Guardians and Immortals. It reduces the chances of them getting hit without reducing their chances to hit back on Retaliatory Strikes or Final Strikes.

5. Souls of the Fallen

Their use of ancestral magic based on the souls of their fallen warriors dramatically sets the Skorne apart from other HORDES factions. This appears most prominently when using Supreme Aptimus Zaal, but every Skorne commander should consider the option of prolonging the service of his or her warriors beyond death itself.

The Ancestral Guardian has very impressive stats and survivability for a 28-point solo, and its Retaliatory Strike and Weapon Master abilities make it a very tough target for melee-oriented foes. Once a few living Skorne models die, however, its true power comes to bear. Capable of making up to five MAT 8, P+S 12 Weapon Master attacks in a single turn, the Ancestral Guardian has better accuracy and damage output than most warlocks with full fury. Even a 'beast-oriented list benefits from one Ancestral Guardian as Beast Handlers and warbeasts can supply enough souls over the course of a game to fuel the powerful statue. The performance of the Immortals depends as much on the actions of an Ancestral Guardian as the Guardian depends on soul tokens. Fielding a unit of Immortals (much less multiple units) practically requires fielding a spare Ancestral Guardian. Killing both Ancestral Guardians, no mean task, requires almost as much of your opponent's resources as killing all of the Immortals, but ignoring either group of models to kill living Skorne simply provides more fuel for the warriors of stone and clay.

6. Military Counterstrike

Skorne armies shift gears from an all-out assault to a powerful counterstrike style of play more easily than most other armies. Among HORDES faction, only Skorne have access to Shield Wall on both medium- and small-based units. Skorne also have three models/units that can strike back against their foes out of turn before factoring in additional counterattack opportunities provided by specific warlocks. These elements combine to blunt opposing charges with Shield Walled forces or cut them down with counterattack abilities before the remaining Skorne charge the survivors.

Judicious use of combined attacks, the Combo Strike and Powerful Charge abilities, and simple boosting allow the Skorne army to make an opponent pay dearly for a daring offensive. Playing the Skorne in a counter-strike fashion masks both their limited ability to deal with rough terrain and low SPD on key models. Skorne certainly can support an extremely aggressive play style. In this case, their Shield Wall and counterattack options allow their models to reach the enemy and often survive long enough to do serious damage. Many powerful defensive and offensive Skorne abilities have relatively short ranges, however, so take care not to send models rocketing out of beneficial spells and effects.

An Ancestral Guardian can change the Immortal's ho-hum 9" charge threat range and single P+S 13 attack into a 13" charge threat range and a pair of P+S 13 attacks, which equals or exceeds the threat range and damage output of many cavalry units.

Master Tormentor Morghoul

Master Tormentor Morghoul is the first warlock that many Skorne players acquire, but often the last warlock they master. Morghoul has a low point cost, but he also has a low ARM and a small control area. He performs best when leading a number of warbeasts and when facing numerous warbeasts so that his Pain & Agony feat can prove most effective.

Fury Management

His FURY 5 means the Paingiver warlock finds Paingiver Beast Handlers extremely useful for stretching his ability to manage fury points. Consider, for example, a friendly warbeast with two fury points on it in the vicinity of Morghoul and Beast Handlers. A Beast Handler could use Condition and Morghoul could cast Abuse to give the warbeast d3 damage, +2 STR, a charge distance of SPD + 5", and still leave it with one fury point. The superior option, however, involves the Beast Handler using Enrage and Morghoul using his Inflict Pain ability on the warbeast with both Rippers. Barring some crazy damage rolls, this results in a warbeast with 2 damage, +2 STR, a charge distance of SPD + 5", and zero fury points. Inflict Pain not only messes up an opponent's fury management, it also cools down friendly warbeasts and allows Morghoul to push them farther than his FURY stat suggests.

Warbeast Preferences

As a warlock who relies on DEF rather than ARM, Morghoul benefits greatly from the defenses provided by the Basilisk Krea's Paralytic Aura and the Cyclops Brute's Safeguard animus. On the other hand, his Abuse and Unrelenting spells are excellent for getting the most out of strong melee warbeasts.

Army Composition

Morghoul performs well both with and against warbeasts and can excel in this role with some practice. Unfortunately, he provides minimal benefits to his soldiers, so any troops fielded with the Master Tormentor must stand on their own merits and perform well against large numbers of foes. Both Venators, using single shots or small-group Combined Ranged Attacks to thin enemy ranks, and Venator Catapults, built to annihilate massed troops, meet these criteria nicely. Add some Paingiver Beast Handlers, one or two warbeasts for defense and support, and a couple warbeasts for all-out offense. Morghoul often benefits from some Swamp Gobbers but does not typically rely heavily on Minions.

Play Style Notes

Morghoul is built to strike first rather than take the charge and then retaliate. Even a Warpwolf using Controlled Warping for movement has nothing on the threat range of Morghoul's heavy warbeasts. Pepper foes with Needle Bursts and Shard blasts as they approach, smash into sturdy foes with amp-ed up combat warbeasts, and then limit retaliation by castrating enemy warbeasts with Pain & Agony.

The Cyclops Savage, Titan Gladiator, and Bronzeback Titan all make good pairings with Morghoul, but the Rhinodon is arguably the best warbeast for the Master Tormentor. Not only does it achieve the greatest heavy warbeast threat range with the Abuse / Enrage combination and have the greatest quantity of attacks at +4 STR, but its Soft Underbelly rule combos nicely with the Unrelenting spell to allow the Rhinodon to reposition its shell each time it suffers damage from enemy attacks.

Archdomina Makeda

The Archdomina of the Skorne armies truly embodies the principles behind the Skorne play style. Walking Death and Defender's Ward allow her troops to take the brunt of an assault and then strike back with overwhelming force. Troops under Makeda's influence fight fearlessly and with perfect military discipline.

Fury Management

Archdomina Makeda has no specific abilities to aid in fury management, but benefits from an Agonizer more than most Skorne warlocks. She frequently has spare fury points in the early game and can find fury in short supply in the late game as her warbeasts begin to die off. The Agonizer provides a convenient means of saving fury points for later as well as granting defensive effects that stack nicely with other defensive buffs.

Makeda's emphasis on plentiful troops both provides numerous potential soul tokens for Ancestral Guardians and lets them double dip with her Walking Death feat.

Warbeast Preferences

Between Walking Death, Command Authority, Dauntless Aura, and Defender's Ward, Makeda has a real affinity for trooper models. This means that her warbeasts should have good FURY stats and should lean towards support or long-range roles rather than front-line combat roles. The Basilisk Krea fulfills both of these requirements and has abilities that stack beautifully with Makeda's own. Paralytic Field plus Carnage means that even MAT 5 Karax hit consistently, and Paralytic Aura plus Defender's Ward gives a unit amazing DEF and ARM against ranged attacks. The Titan Cannoneer is another perfect candidate. It has great range, and Diminish further enhances the already strong survivability of Makeda's troops. The other Skorne warbeasts also make powerful tools in Makeda's arsenal as points allow, but do not neglect her troops in favor of too many warbeasts.

Army Composition

Beyond the Agonizer and a couple of support-oriented warbeasts, Makeda wants troops, troops, and more troops. She practically requires at least one Shield Wall unit. A line of troops in Shield Wall benefiting from Defender's Warded and backed by Diminish on Makeda, Paralytic Aura on a Krea, Gnawing Pain on an Agonizer, and smoke from Swamp Gobbers has effective DEF and ARM values through the roof. Praetorian Ferox also fit nicely into a Makeda army. Not only does Dauntless Aura keep them in play no matter how many Incubi jump in their faces and yell "boo," but the Spring order allows the Ferox to leap over a wall of shields to stab and bite their enemies. The Immortals also deserve consideration here since they benefit from Walking Death just like their living compatriots and rely on Ancestral Guardians to power up their Resonance ability. It's difficult to outline all the good troop choices with Makeda, since there really aren't any *bad* ones.

Play Style Notes

A Makeda army should almost always set itself up to take a massive assault and then dish out serious pain in response. Properly timing Walking Death remains critical, but with such powerful defenses, an opponent really has no good opportunity to smash into the forces of a well-constructed Makeda army. Be careful when using Savagery to keep models within range of Walking Death, Carnage, or other effects. Use it to rapidly reposition within Makeda's control area, a region of imminent death for the foes of the Skorne Empire.

Lord Tyrant Hexeris

HORDES: Primal describes Hexeris as "peerless in the arts of death," and that's not just hype. Hexeris has so many means of destroying his foes that he could arguably be called the premiere attrition warlock of HORDES.

Fury Management

Truly blessed when it comes to fury management, Hexeris has a great FURY of 7, Vampiric Reaving and Spirit Leach to bolster his own fury supply, and Soul Slave to make one warbeast's animus usage more efficient. An Agonizer allows Hexeris to operate with a bare minimum of warbeasts, and Paingiver Beast Handlers allow him to control massed warbeasts. Beast Handlers also make it more convenient for Hexeris to use Vampiric Reaving as a denial tool even when it means overloading him with fury points by removing now superfluous fury points from friendly warbeasts.

Warbeast Preferences

Hexeris has virtually limitless warbeast options. Soul Slave on a Titan Bronzeback prevents the beast from making threshold checks, which allows the Lord Tyrant to field even three or four heavy warbeasts with virtually no drawback. Vampiric Reaving and Spirit Leach allow him to get by with just a couple of support warbeasts.

Army Composition

Hexeris' very open-ended army composition options arise from his feat, abilities, and spells centering primarily on smashing foes, which means just about anything can fit into a good Hexeris army. Warbeast-heavy lists backed by Beast Handlers, troop-heavy lists with Ancestral Guardians, and well-rounded lists all work well. Even Minion models deserve more consideration with Hexeris than most Skorne warlocks. Farrow Bone Grinders grant increased range for his amazing spell list, a Gatormen Posse with Death March is as frightening dead as it is alive, and Gudrun the Wanderer makes a decent Deathbringer target against foes capable of protecting their own models from being targeted by that spell.

Play Style Notes

The play style of a Hexeris army can go in a broad range of directions depending on the models/units chosen, but the bottom line remains death and destruction. Hexeris does not rely heavily on assassination and cannot bring his forces back to life, but between powerful destructive spells and Dark Dominion, he is more than capable of bringing opponents to their knees.

Tyrant Xerxis

The battle-hardened Tyrant Xerxis relies on physical strength more than arcane prowess. He shines brightest when he leads from the front, crushes his adversaries, and inspires his troops to similar acts of greatness.

Fury Management

Since Xerxis frequently leads from the front, a Xerxis army should contain a decent quantity of warbeasts intended for damage transference as well as fury supply. This makes the need for an Agonizer fairly small, especially when one considers that he will frequently spend all five of his fury points on turn one for spell casting. Paingiver Beast Handlers benefit Xerxis greatly, however, both to cool down warbeasts via Condition and perform Enrage or Medicate actions as necessary. Xerxis' Heel ability can also remove fury points from a warbeast, but this inefficient option still results in a warbeast that wastes its activation and cannot receive transferred damage.

Warbeast Preferences

Consider Xerxis' Armor of Karrak spell when selecting his warbeasts. Most Xerxis armies will include a melee-oriented heavy warbeast to take advantage of this powerful ARM buff. The Bronzeback Titan can achieve the highest ARM value, but the Rhinodon's Amuck animus can allow Xerxis two powerful combo strikes in a single turn. One, the other, or both make good choices for a Xerxis army. Beyond one or two heavy warbeasts, bring a light warbeast or two for support and damage transference. The Cyclops Savage work particularly well with Xerxis for Prescience; even MAT 8 can still miss from time to time. When an attack absolutely has to hit (to Inspire or Stagger, for example), Prescience can save Xerxis from spending fury unnecessarily.

Army Composition

Just as Armor of Karrak directs certain warbeast decisions, Merciless Assault directs certain warrior decisions. Sure, a Bronzeback gains three additional attacks from the spell, but casting it on a full unit of Praetorian Swordsmen grants up to 22 additional attacks. The combination of Follow Through, Penetrating Strike, and Perfect Strike makes a large unit of Praetorian Swordsmen an ideal candidate for this spell, especially combined with Xerxis' Annihilation feat. The Praetorian Ferox also make a tempting target, but Xerxis does not grant his troops the fearlessness that Makeda does. The odds of passing one CMD 9 check exceed

A strong option is to lure foes in and then pummel them mercilessly with an army of warriors led by Xerxis and under the effects of Annihilation plus Inspire. Warriors gain bonuses on attacks, bonuses on ARM, and roll three to five damage dice on every attack when they charge.

three in four, but the odds of passing several in a row drop quickly. Trying to pass three consecutive CMD 9 checks, for example, means that roughly two out of three times, your expensive unit turns tail and runs. To compensate, angle the Cataphracts, Immortals, and Praetorian Swordsmen with a standard bearer to take on the terrorizing entities, while the Karax and Ferox aim for less frightening foes.

Play Style Notes

Xerxis' Martial Discipline ability opens up his army to broader play style options than many warlocks enjoy once the board begins filling up with troops. For all that he personally excells in melee, Xerxis' own attacks can actually provide benefits to his army, through Stagger and Inspire, far greater than simply destroying enemy models.

Supreme Aptimus Zaal

The leader of the Extoller caste is a mighty warlock whose arcane strength rivals Hexeris, whose battlefield support rivals Makeda, and whose control of Ancestral Guardians and Immortals knows no peer. He has low DEF and ARM by Skorne standards, however, so keeping Zaal safe from assassination is vital.

Fury Management

Zaal players may find themselves tempted to rely on Hollow rather than warbeasts to generate fury, but do not count on the actions of an opponent. Zaal performs much better when forcing his beasts and accounting for possible fury from Hollow when riling. Use of an Agonizer can help keep fury on Zaal and warbeasts at the right levels in spite of Hollow. While this makes his own fury management a bit tricky, Zaal has impressive means of improving the fury efficiency of his warbeasts. The Awakened Spirit spell allows a warbeast to cast its animus without forcing, and

When fielding Zaal, learn to view terrain as a defender, since his Ghost Sight lets him ignore virtually all line of sight rules. Get him into positions with terrain between him and the target, and keep him on the move to maintain this defensive advantage.

the extra boosts that Rage of Ancients grants attack or damage rolls lets melee warbeasts largely ignore the usual limitations of their FURY stat.

Warbeast Preferences

Awakened Spirit works most efficiently on a Basilisk Krea's or Bronzeback Titan's fury-intensive animi. Awakened Spirit allows the Krea to boost Paralytic Field and Spiritual Paralysis attack rolls, activate Paralytic Aura, and *still* leave herself open for damage transference. It allows the Bronzeback Titan to use Rampage and buy plenty of additional attacks to pulp anything in his melee range. All the warbeasts mentioned in Safety First help protect Zaal from assassination and make good choices. Zaal also benefits from a Cyclops Savage, as Prescience on a number of models lets them save ancestral rage tokens for critical rolls during Rage of Ancients. Learn to view terrain as a defender, since Zaal's Ghost Sight lets him ignore virtually all line of sight rules.

Army Composition

To get the most out of Rage of Ancients, Zaal needs plenty of Skorne warrior models, the more the better. This steers him towards cheaper troop options like Swordsmen, Karax, and Beast Handlers over the expensive Arcuarii. Praetorian Ferox constitute a noteworthy exception, however, due to their outstanding interaction with his Hollow spell. Not only does it make them fearless, but the Grace ability means that making Tough roles will not knock them down. Ancestral Guardians are an obvious inclusion due to Spirit Rage, and Immortals definitely fit nicely into a Zaal army. Not only do they become more efficient due to Spirit Rage, but even Carniveans or Maulers will think twice about striking an Immortal with Last Stand because of potentially getting smacked back with a P+S 20 Great Sword attack. Remember that models removed by Last Stand do not count for Rage of Ancients. Though Zaal should not spend too many points on Minions, a small unit of Farrow Bone Grinders can work wonders simply by increasing the range of Soul Burn to shut down opposing beasts.

Play Style

A Zaal army typically includes more interlocking parts than the average Skorne army. Defenders must keep Zaal safe while he carefully manages fury levels and distributes soul tokens to the Ancestral Guardians who attack enemies in order to power up Immortals who then make their Last Stand. Given some practice, however, a Zaal army can be an extremely powerful weapon.

Conclusion

The armies of the Skorne Empire have powerful defenses against their foes and can strike back with great vigor. Though few models / units stand out on their own as awe-inspiring, the diverse elements of the Skorne—beast conditioning, ancestral soul magic, and devastating counter-strikes—come together to form a whole far greater than its parts.

Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

The Gavyn Kyle FILES

Transcribed by **Douglas Seacat** : Art by **Rob Hawkins**, **Lucio Parrillo** and **Chris Walton**

LICH LORD ASPHYXIOUS

This assignment has tried my patience, and I begin to wonder at your ulterior motives. It seems likely that you have engineered this task in an effort to see me fail, perhaps to test my limits or keep me occupied. I have endured considerable personal risk to obtain this file, and you will find additional compensation requirements attached.

—G.K.

Supposition Sheet – Lich Lord Asphyxious

Born: Unknown. Ancient; Possibly born in Scharde Islands or western Cygnaran coastal region (then Mercaria)

Transformed: Earlier than 500 BR (dates unconfirmed)

Reports to: Unknown (May report to Lord Toruk, communication method unknown)

Entities Named in Association with Asphyxious (largely from documents gathered from mainland cults of Lord Toruk): Daeamortus, Maelovus, Morbus, Deneghra, Terminus

Most Recently Sighted: Northern Thornwood

Military Assets: Numerous helljacks, bonejacks, untold thousands of thralls

Base of Operations: Believed to be somewhere in the Thornwood, possibly underground

Most of the elements of this "fact" sheet are unverified, possibly erroneous, and/or apocryphal. Reliable records are difficult to come by. I interpolated certain facts and dates from a variety of sources leaving considerable room for error.

The following correspondence comes by the way of a surprisingly polite Llaelese necromancer known as "the Ragman", with whom I established an amenable dialog. I suspect isolation has bred in him a desire to communicate his thoughts and theories. While the subject of his particular "field of study" is morbid and even blasphemous, he shares many traits with others in academia. He attempted to explain the nature of a lich.

In my field "lich" has a precise meaning. It refers to an unliving entity which gains potency by separating its corporeal form from its true essence, commonly referred to as a "soul". This particular procedure has been an elusive refinement among necromancers, akin to the quest by alchemists to turn lead into gold... [material omitted] "Iron liches" of Cryx are the only recorded breed of successful transfiguration. So far as I am aware, no one outside the Nightmare Empire has ever managed to repeat this process. Iron liches maintain their corporeal form separate and distinct from their souls, which are likely kept elsewhere and protected from interference.

We have only a poor understanding of the reasons for this separation, but one theory suggests division of soul from body makes the entity difficult, if not impossible, to permanently destroy. With the soul preserved, the body becomes an inconsequential mechanism the lich can replace, change, modify, discard, or rebuild as needed. This transfiguration amplifies necromantic power and provides greater facility for siphoning energy from spiritual essence. Iron liches literally feed on souls and gain additional benefits from their distinct state... [highly technical material omitted]

Every self-willed undead retains an indelible imprint from its mortal mental state. Personality and moral convictions sometimes change as a result of transfiguration to walking dead, but the imprint remains.

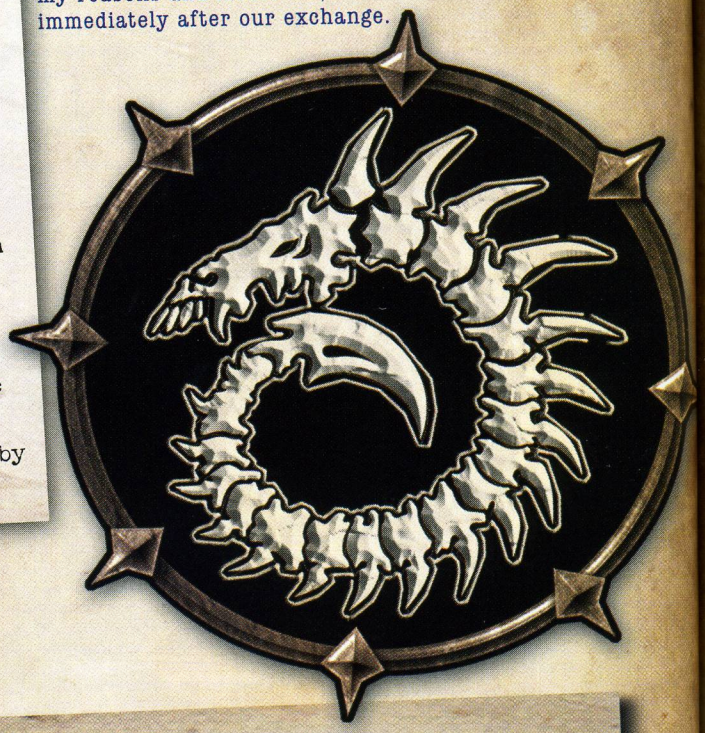
My discussions with this necromancer led me to believe a proper examination of Asphyxious would require information regarding his mortal origins. Unfortunately, this is an area where the written record fails. The earliest record I could find with a likely mention of Asphyxious dates from the initial period of the Orgoth invasion, around 540 BR.

Whatever you may have heard of Asphyxious, know he is a betrayer. Even among the dead there exist bonds of oath, affiliation, and loyalty. Promises can bind we whose flesh and bones refuse to settle in the earth. There must be order. My master knew this. Who? He was Daeamortus, one of the Thirteen. Yes, the Lich Lords of Cryx—I served one who stood highest among them. It was my master who planned so many of the things Asphyxious takes credit for. *Omitting tangent on how much greater Cryx would be if Daeamortus still existed.*

Daeamortus made one mistake. He should have squashed Asphyxious like an insect at the first sign of his arrogance. That one came back, laid low my master with treachery and deceit, and inflicted on him the worst of indignities. Simply destroying him did not sate Asphyxious, no. He tore apart the essence of my master and shaped him into a tool, a weapon, and now mocks him each time Asphyxious enters battle. When Asphyxious came, he spoke of how none could stop his incipient divinity. He thirsts to become a god. It is a madness in him. If there exists a way to make this come to pass, he will try it. It is my hope one day he will offend Toruk, and the betrayer will learn what it is to be stepped on by a true god.

While I doubt many of the particulars of this strange broken creature, I have no doubt its "master" and Asphyxious came to blows. A sign that Cryx has its own internal schisms, for what that is worth. I suspect if this creature continues to spout this rhetoric, it too will soon come to a violent end.

After considerable time spent fruitlessly studying archaic books, I abandoned this line of inquiry and visited the Cryxi port city of Blackwater. There I employed disguises to try to uncover information, or at least a lead, but the locals were t afraid of their masters to speak openly. It soon became clear I would discover nothing of use through oblique enquiries. Just when I had given up hope, I had an extremely unsettlin encounter with a member of the local walking dead. This creature, calling itself Kelonus, sought me out, likely having heard of my inquiries. Given that he was able to both discern my reasons and locate me, I made haste to leave the island immediately after our exchange.



HURSTWALLEN REPORT: CRYXIAN LEADERSHIP

One unfortunate consequence of our lack of understanding of Cryx is how long it took for kings and generals to realize they faced the same leaders in battles down through the centuries. It now seems clear that the creature called Asphyxious has directed or personally led many, if not most, Cryxian attacks involving necro-mechanikal forces against Cygnar since the Corvis Treaties. Observers consistently categorized sightings of this entity under a generic "leader caste" category and thought each appearance to represent any number of similar-looking but different creatures.

Isolating elements from the more descriptive reports makes it clear that, in hundreds of attacks over the centuries, Cryxian forces have only had a handful of distinct individuals leading them. Asphyxious appears more often than the rest by an order of magnitude. Without question, this creature organized or conspired with others to organize the bewildering sequence of attacks we call the Scharde Invasions (584-588 AR). The only other entity of similarly pervasive standing in witnessed accounts and transcripts of interrogated prisoners is a creature named "Terminus".

In retrospect, it seems likely that the Scharde Invasions occurred simply to arrange the permanent insertion of Asphyxious on the mainland together with sufficient support assets to maintain ongoing Cryxian operations without external support. After 588 AR, all reports containing his description have originated deep inland, including strikes throughout Cygnar, Khador, Llael, and Ord. In light of this conclusion, we must assume that these later attacks also have a larger pattern; we simply cannot comprehend it.

—Scout General Bolden Rebald

Realizing the futility of delving deeper into long centuries of the lich's inscrutable actions, I turned to sources closer to the present. Rebald's Hurstwallen Report in 605 AR was the first systematic and organized attempt by any mainland intelligence agency to make sense of previously incomprehensible Cryxian efforts.

One of the most remarkable aspects of the fiasco is the fact that the Cryxian iron lich Asphyxious somehow lured no less than four disparate armies to the structure for a simultaneous battle. In addition to our own soldiers, whose full measure I have detailed in the attached inventory, combatants included a sizable Cygnaran contingent and a gathering of militants from the Protectorate of Menoth. At the end of the conflict, a second Cryxian force arrived, and scouts lingering behind confirmed fighting between Cryxian troops. Whether this represents a genuine rift in their ranks or a temporary power struggle is unknown and likely to remain so. Whatever the case, I am confident Asphyxious emerged from the tumult stronger than he entered.

The Greylords in our company confirmed that the mechanisms seen amid the Temple Garrodh had been activated to gather the souls of the slain. Asphyxious used our violence for his own ends. We played precisely into his hands. The only comfort we may take from this manipulation is the fact that the Cygnarans and Sul-Menites were equally duped.

Once we understood that no conceivable tactical benefit would come from lingering, we made our retreat and preserved the bulk of our soldiers and other assets. However, this does mean I was not in an ideal location to observe the conclusion of the battle on the upper platform of the temple. Great Prince Vladimir Tzepesci was present but has refused to answer any queries on the topic. I suggest Empress Vanar may have better success pressuring Prince Tzepesci to cooperate. Likely the ancient Zevanna Agha could also provide insight, if any on the staff have any influence over her whatsoever.

This letter to the High Kommand—one of the more agitated I have seen penned by Kommandant Irusk—relates to a conflict in the Thornwood. I have run across repeated mention of this encounter. Despite its absence from official records, it seems a battle of importance.

Gurvaldt Irusk

Kommandant Gurvaldt Irusk

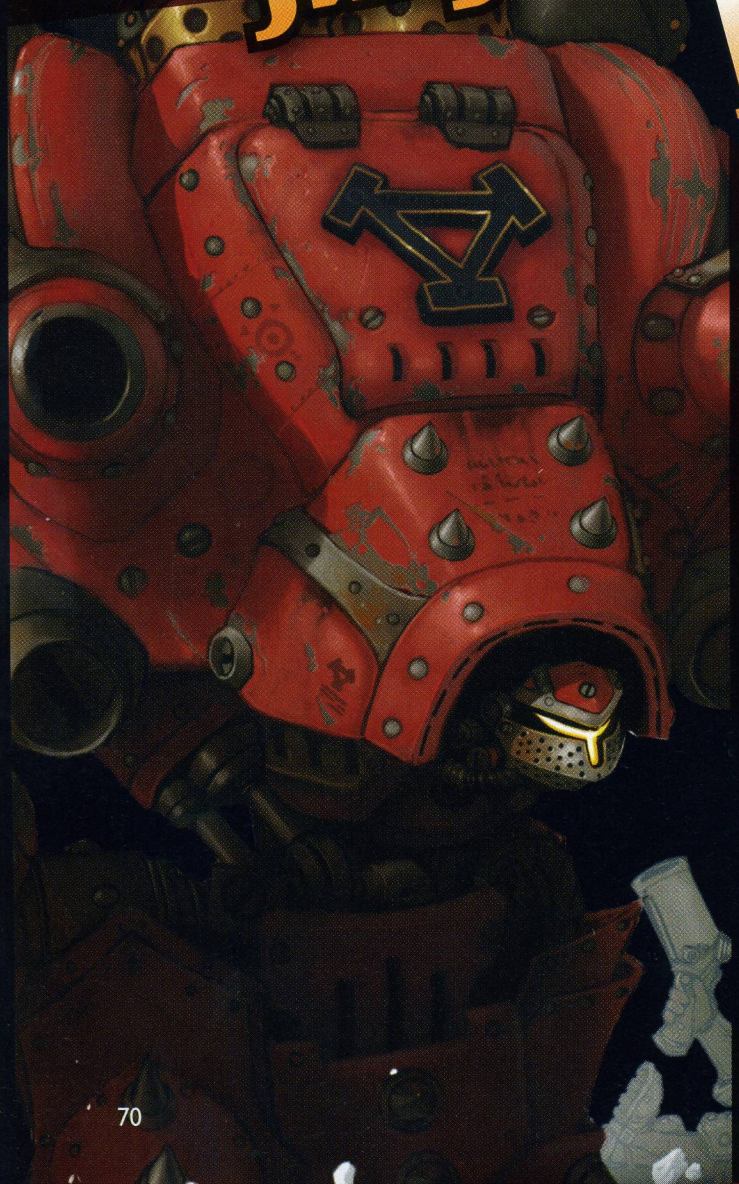
BLESSED ABOVE ALL IN THE EYES OF THE DRAGONFATHER, ANOINTED TO BEAR THE BALEFIRE, HIS BONES SHEATHED IN IMPERISHABLE IRON, HE BEARS THE SIGIL OF OUR JOYOUS DOMINATION. HIS GLEAMING EYE WATCHES AND HIS SCYTHE PUNISHES. TORUK EXERTS HIS WILL THROUGH THIS INSTRUMENT. BE READY TO ANSWER HIS CALL! OUR LIVES AND SOULS ARE HIS TO CONSUME. ANY TASK HE REQUIRES OF US, DO NOT HESITATE TO PERFORM. A CURSE WORSE THAN OBLIVION UPON THOSE WHO REFUSE. STAND READY FOR THE CALL! THE FOREST WILL BLEED. ITS TWISTED TREES SHALL BE DRENCHED WITH THE BLOOD OF A TREMENDOUS SACRIFICE, THE WAR TO END ALL WARS. SLAUGHTER WILL BEGIN THE NEXT GREATER ERA. KNOW THAT HE WHOM WE SERVE IS THE DRAGON'S PRINCE, OUR SOVEREIGN. WE BOW TO HIM! WE SHALL TRANSFORM THE DARK FOREST INTO A HAVEN OF OUR GOD. HE WILL RISE TO TEAR ASUNDER HIS PROGENY, FEASTING ON THEIR FLESH AND SOUL SEVEN AS OURS FEED THE PRINCE. OUR MASTER, THIS PRINCE, KNOW HIM AS ASPHYXIOUS. NEVER SPEAK ALOUD THE NAME. ITS SOUND IS TOO MIGHTY FOR OUR LIPS. WE ARE UNWORTHY OF HIS REGARD. EVEN SLAVES HAVE MORE WORTH. ONLY IN DEATH IS THERE HOPE TO FIND WORTH IN HIS EYES.

I found this tract of obsequious blather amid the squalid hovels of a cult just east of Armandor. What was once a quaint village of loggers is now a thriving Cryxian cult. I have no idea how many similar cults exist within the Thornwood. The village has no graveyard or burial grounds. They offer their corpses to Cryxian agents, and they may perform other sordid tasks. Of interest, they seem to revere Asphyxious more than Toruk himself. I believe they represent a new variant of the dragon cults that have arisen throughout the centuries.

SUMMER

WARMACHINE vs. HORDES Event

July 21st through August 8th



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Started in 2007, Summer Rampage bursts back onto the scene in July 2008. This three-week campaign for glory pits the factions of WARMACHINE against the factions of HORDES in game stores worldwide. No Quarter Magazine issue #19 provides everything you need to know to get into the action. Learn how to rip warbeasts apart and render warjacks to scrap with devastating consequences using Finishing Moves. Unleash feat-like power on the battlefield when you Rampage across the table. Gather your forces and get ready to rage.

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RAMPAGE 2008

FIGHT FOR YOUR ENTIRE FACTION

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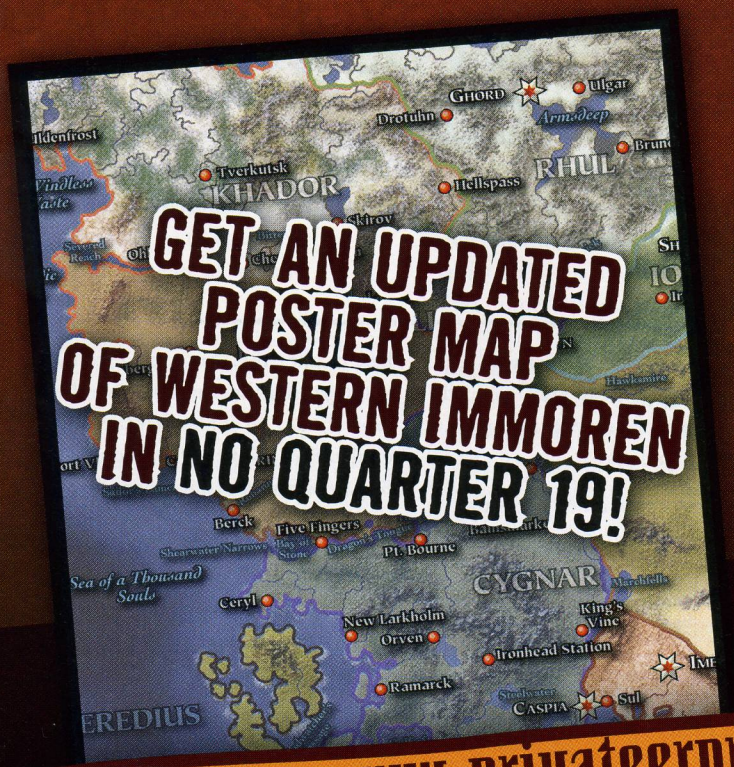
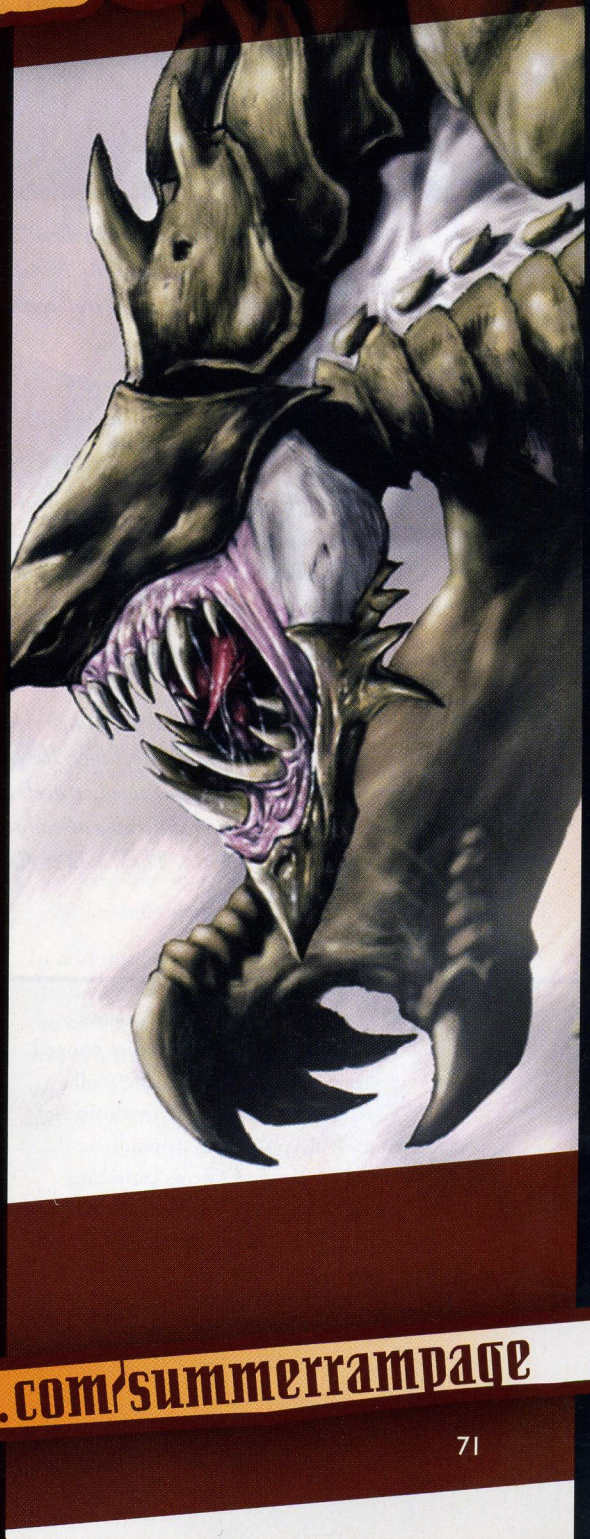
Regional effects—weather, plague, communication breakdowns, reinforcements, and more—make the experience unique and ever changing.

SUMMER RAMPAGE WEB SUPPORT

The Summer Rampage website will update daily with results from the Rampage worldwide. See how your faction is performing against your opponents with regular updates.





www.privateerpress.com/summerrampage

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. I *and* Monsternomicon, Vol II.

The Pendrake Encounters:

The SLAG TROLL

By **Luke Johnson** · Art by **Brian Snoddy** & **Chris Walton**

While I have met a few "civilized" trolls, and I count myself fortunate enough to have friends among the trollbloods, much of the troll race is vicious, brutish, and above all, hungry. I speak not of the trollkin, who ponder and feel much as men do, but rather of their full-blood troll cousins. While they can think and reason, and many have good hearts, the core of any troll remains a hungry animal.

Trolls exist in a bewildering variety, and most of this variety arises due to the trolls' diets. Trolls, having powerful gastric juices and phenomenal regenerative ability, can eat just about anything. Indeed, some of them go out of their way to eat the most vile and poisonous substances, which can radically influence their appearance.

For example, while most trolls eat meat and some vegetable matter, slag trolls subsist primarily on metals. (How this trait developed I can only speculate). In their mountainous homes, slag trolls mostly crunch up and consume rocks for the bits of metal inside them. Lucky slag trolls find deposits of mineral ore, and especially fortunate specimens run across civilization. Our weapons, armor, machines, and mechanika, make the human societies of the Iron Kingdoms banquets for slag trolls. Thus, when a slag troll finds such a place, he tends to stick around—and he has no qualms about swallowing the soft, pink bits between tasty armor plates.

Even the slag troll's mighty stomach rebels at the volume of metal the troll ingests, however. In an attempt to rid the troll's anatomy of the invasive substance, the troll's body pushes the pieces of metal through its flesh. The troll's muscle and tissue regenerating as the metal slowly travels to the troll's skin and pushes into the open. This process causes a buildup of metal lumps and chunks on the troll's already thick hide. In addition, this process must be painful, and I suspect some of the metals poison the troll's brain. Thus, slag trolls are even dimmer and more foul-tempered than their dire troll brethren—which I did not imagine possible.

—Viktor Pendrake

Slag trolls are dire troll cousins who dine on metal. This diet caused a number of changes in the troll's anatomy, including the evolution of incredibly powerful stomach acid, metal plates and knobs punching through the skin which resemble the rocky calcification on dire trolls, and a constantly sour mood. Perpetually hungry, like all trolls, slag trolls mostly consume metal, but their bodies also drive them to devour meat. A slag troll who encounters a creature immediately charges, attacks, and eats. Only another troll has a chance of safely passing by a slag troll unmolested.

This encounter, designed for four PCs of 9th level, can take place in virtually any mountainous wilderness area. A cold region—Khador, northern Llael, and Rhul, for example—works best. The default setting is the Thundercliff Peaks in eastern Khador, but feel free to alter this. Since slag trolls eat anything that comes close, the area should be somewhat far from civilization. Not too far, though; a few unfortunate souls have already encountered the troll. Make sure to change the details to correspond with the new location. (For example, if you set the encounter in Rhul, the bones in the troll's den might come from dwarves rather than Khadorans, unless you're looking for another encounter hook). Feel

free to place the troll's den as high or as low in the mountains as you like, depending on how much difficult climbing and mountaineering the players feel like doing.

This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon, Vol. II* (the slag troll appears on pgs. 160–163).

Encounter Background

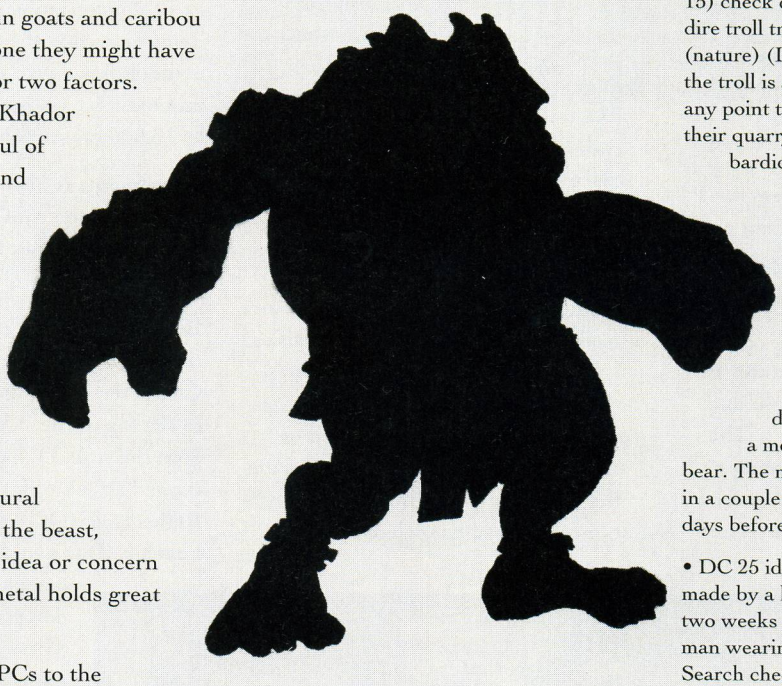
One nasty, brutish slag troll (adjectives that describe them all) lairs in a cave system in the Thundercliff Peaks. Society (and adventurers) would be better off just leaving the troll alone to terrorize the local mountain goats and caribou in peace. And alone they might have left him except for two factors. First, a group of Khador explorers ran afoul of the troll and wound up decorating its den with their blood. Second, and more importantly, the troll lairs in an untapped gold mine. The troll chose this cave because of its natural mineral deposits; the beast, of course, has no idea or concern that this yellow metal holds great value to humans.

What brings the PCs to the Thundercliff Peaks and then to the troll's den is up to you and your players. Some ideas include:

- A family member, acquaintance, or employer of one of the missing Khadoran explorers asks or hires the PCs to discover what happened to him.
- Blaustava Shipping and Rail believes that unfound gold veins run through the Thundercliff Peaks. The company hires the PCs to search the place.
- Rumors of dragonspawn in the area prompt other forces to hire the PCs to investigate the mountains for the Legion of Everblight and to gather intelligence if they do find dragonspawn.
- One of the people the troll killed was a friend or family member of one of the PCs.
- A force of trollbloods has heard that a slag troll dwells in the mountains. The trollbloods want to enlist its help in their cause, but they know they can't reason with it without first proving their strength. Thus, they send the PCs to subdue the slag troll and return it to their camp. (Note that doing so is significantly more difficult than slaying the troll.)

The Den (EL 11)

The PCs encounter the troll in its den. The PCs arrive while the troll is away (hunting, searching, investigating, or whatever it is slag trolls do when they're not home) and find numerous clues about the beast that lives there without immediately identifying it. Thorough and clever characters can also discover resources and opportunities to do some damage to the troll when it returns. Thus, while a straight fight with a slag troll would be difficult for 9th-level characters, PCs who use their skills and their brains can ambush the troll and make the battle easier. This encounter rewards strategy and careful planning. It also lets the PCs turn the tables and ambush a monster in a cave, rather than the other way around.



The troll's den is a gaping cave mouth on a snow-capped peak. Numerous troll tracks dot the snow all around as do drag marks from prey the troll has dragged into its cave. A character with the Track feat can use the Survival skill to discover certain information at this point:

- DC 10 reveals that the most recent tracks are a couple hours old. The creature that made the tracks obviously lairs in the cave.
- DC 15 determines that a Huge troll made the tracks. Combining this check with a Knowledge (nature) (DC 15) check determines that they are dire troll tracks, while a Knowledge (nature) (DC 20) check reveals that the troll is a slag troll. (Of course, at any point the characters realize that their quarry is a slag troll, they can use bardic knowledge, Knowledge (nature), or divination magic to determine what they know about such creatures. See pg. 163 of the *Monsternomicon vol. II* for the troll's legends and lore.)
- DC 20 identifies the drag marks as belonging to a mountain goat and a polar bear. The mountain goat was brought in a couple days ago, the bear a couple days before that.
- DC 25 identifies a single boot print made by a humanoid foot, perhaps two weeks ago. The marks indicate a man wearing mountaineering gear. A Search check (DC 25) also locates the print, but the PC needs the Track feat and the Survival check to determine further information.

In addition, a Search check (DC 20) discovers a small yellow flake near the cave mouth: gold! The flake isn't worth anything on its own (at least, not more than a few silvers), but it indicates the possible presence of gold in the cave.

When the PCs enter the cave, read or paraphrase the following. The description assumes that they have a light source; if they don't, the cave is dark, with only the light from outside providing illumination.

READ ALOUD:

The cave mouth opens into a large cavern, the ceiling soaring upward to thirty or forty feet. The place bears an unpleasant animal smell, as of some great creature dwelling within. It is cold, and icicles spill from slick overhangs. Rocks of many sizes lie piled about, some over ten feet across. To the left, the ground slopes sharply upward into darkness. To the right, the ground slopes down to a frozen lake. Its length is lost in shadow.

Characters who make Spot checks (DC 15) also notice yellow glints on the walls. Closer inspection reveals thin veins of gold. The visible gold isn't worth much on its own, but it probably indicates additional gold deposits within the walls and deeper in the earth.

Conditions

The cave has no light unless the PCs have some. It is cold (but not cold enough to deal damage, assuming characters are properly attired) and eerily quiet.

The purpose of the encounter is for the PCs to use foresight and strategy to defeat their foe. Thus, they need some time in the den before the slag troll returns. The monster appears at the cavern's entrance shortly after the PCs have made their plan and begun lying in wait. If the PCs post a lookout, he sees the troll approach when the beast is still ten minutes away.

Secrets of the Den

This encounter gives the PCs everything they need to figure out what lives her and have a chance to prepare. Ideally, they determine that a slag troll lairs here and develop a good idea of what to do against such a beast. The PCs might uncover this information through use of skills like Survival and Knowledge (nature) as well as bardic knowledge and divination magic. They might also uncover clues and strategies in the den.

The following features and secrets wait in the cave for the PCs to discover. In all cases that are signs of the troll (claw marks on the wall, excrement, and so forth), a Knowledge (nature) check (DC 15) identifies the den's occupant as a dire troll, while a DC 20 check identifies it as a slag troll. (Characters can then use Knowledge (nature) to learn more.) Each additional clue that a character examines (including the tracks outside) provide a +2 bonus to these Knowledge checks.

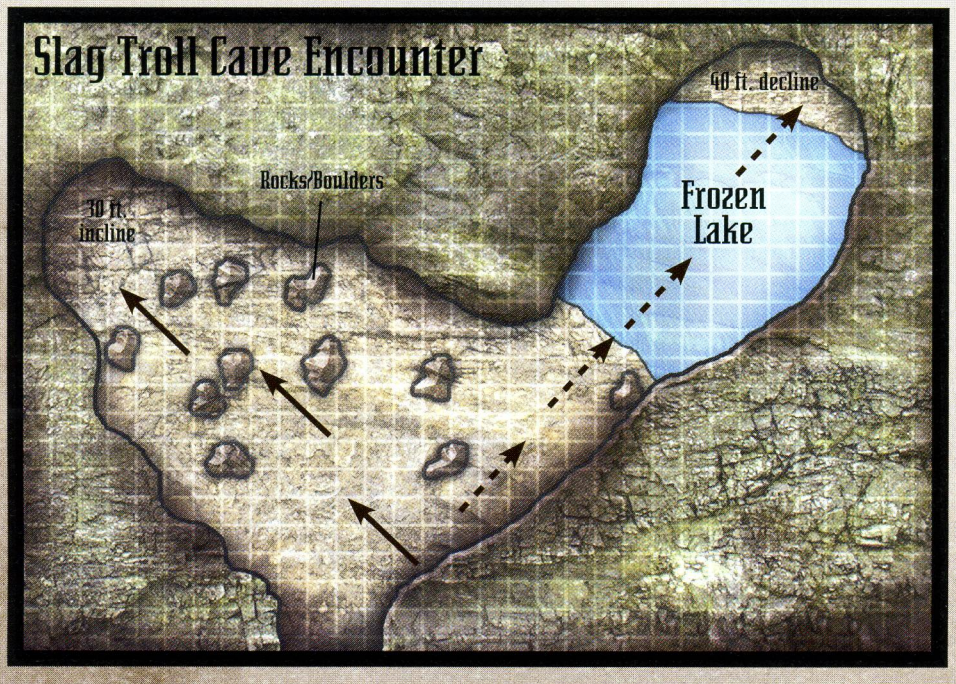
Gold: The gold on the walls, while impressive, does not tell the PCs as much as the marks on the walls. The walls around the obvious gold veins are scored and smashed, as if with large claws and powerful fists. In addition, characters who specifically look for gold in the cavern itself (rather than the walls), or those who make a Spot (DC 35) or Search (DC 30) check, notice that *none* of the rocks in the cavern have any sign of gold (the slag troll has eaten them all). This fact is a further clue the PCs can use to identify the cavern's occupant.

An appropriate skill check (such as Profession [miner]) at DC 20 determines that the gold in the walls could indicate gold deposits in the mountain's recesses worth as much as 10,000 gp or more.

Excrement: A Search check (DC 10) reveals the troll's latrine: a pile of now-frozen (but fresh) excrement near the lake shore.

Boulders: A number of large, rounded rocks stand about. Characters could move the largest to the top of the slope, and roll them onto the troll. Doing so requires a ranged attack roll; the troll makes a Reflex save (DC = the result of the attack roll) to avoid the rock. Failure means the troll takes 3d6 points of damage. Three boulders of appropriate size are available.

The Slopes: The cavern slopes steeply upward to the northwest and steeply downward to the northeast. Frozen water or a *grease* spell could make these surfaces treacherous for trolls (and PCs).



The Lake: The lake measures 50' wide, 60' long, and 20' deep and has just a couple inches of ice on its surface, which makes it treacherous for heavy characters and for slag trolls. The ice can support up to 200 pounds with increasingly dangerous cracking, but anything over 200 pounds that remains on the ice for more than a move action falls through. Swimming is easy—DC 10—but the water is frigid. Creatures in it take 1d6 points of cold damage per round. In addition, climbing out onto the slippery ice requires a Climb check (DC 15) and could cause further shattering at the GM's discretion.

The Exploration Team: A couple weeks ago, a Khadoran exploration team stumbled across the cave just as the PCs have done. Unfortunately, the troll came home before they could properly prepare, and they proved no match for it. A Search (DC 20) check uncovers their gnawed remains wedged between several boulders and the wall.

The slag troll ate most of the explorers and their possessions, but it smelled nothing tasty in one backpack and discarded it. Within its ruined remains lie several sheets of tightly rolled parchment in a wooden scroll case. Some of these detail the dangerous aspects of several monsters—including all the information from the "Legends & Lore" sections of the *Monsternomicon vol. II* for slag trolls, carniveans, nephilim, and the Lord of the Feast—and others act as scrolls containing the arcane spells *burning hands, charm monster, cone of cold, ice storm, knock,* and *rusting grasp.*

Slag Troll

The slag troll returns to its den whenever appropriate. It drags behind it what's left of a caribou (the part it hasn't yet eaten). The creature suffers a -2 to Listen and Spot checks as it does not expect to fall under attack in its den.

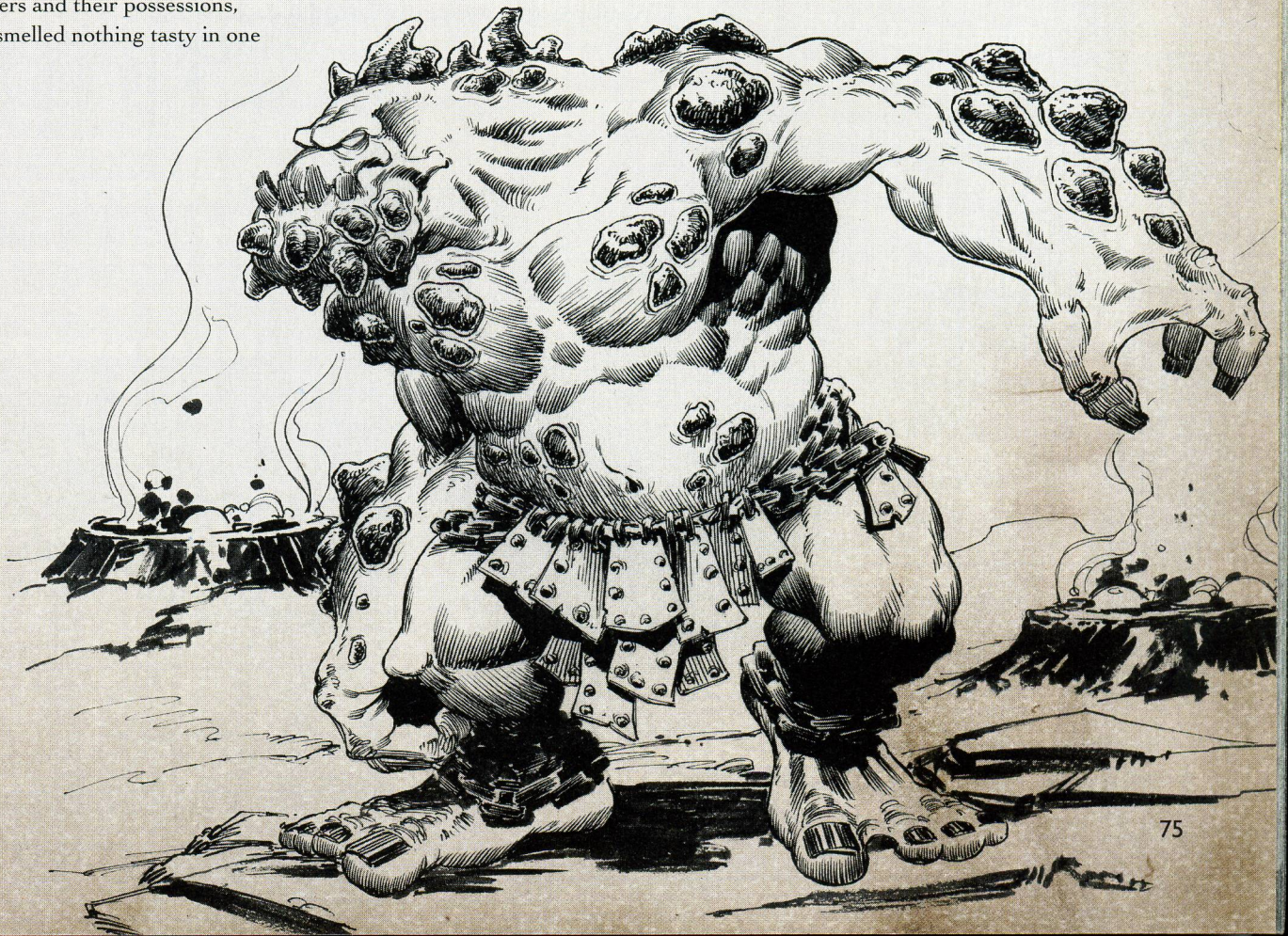
The slag troll's appearance at the cave should be impressive, and not just because it's a huge, nasty creature. The troll's metallic diet has consisted mainly of gold, and the metal bumps and armor on its skin are all gold. The gold is grimy and covered in snow and mud, but the PCs can easily recognize the yellow glint.

Slag Troll: *hp 159. See the Monsternomicon, vol. II, pgs. 160–163, for statistics.*

TACTICS: Though not currently ravenous (as close as these creatures get to "sated"), the slag troll would never pass up the chance to dine on tasty new morsels—especially any carrying metal. The sight of intruders incites it to fury, and it rages immediately. It charges the first intruder it sees, and keeps pummeling until they all go down. Its cleverest tactic is to vomit on whoever wears the most armor. It pursues creatures out of its lair, but the PCs might shake it by splitting up (in which case perhaps only one of them will die) or traveling across difficult terrain.

TREASURE: In addition to the equipment the PCs find on the Khador exploration team, they can extract gold worth 3,000 Khadoran talons from the slag troll's body (a process taking several hours).

In addition, the PCs could cash in by bringing a mining team to the cave or gain a reward (worth an amount of your choosing) by alerting a mining company to the cave's existence. How much gold might be hidden in the rocks is up to you.



MONSTERPOCALYPSE

AGENDAS AND FACTIONS PART 2

Monsterpoclaypse brings the giant monster genre—a pop culture favorite—to the tabletop in the form of a fast-paced, action-packed collectable miniatures game.

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- Monsterpocalypse launches with over 60 high-quality pre-painted plastic collectible figures.
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AGENDAS

Last issue, we gave a peek at two of the six Monsterpocalypse factions: the noble G.U.A.R.D. and ferocious Terrasaurs. This issue, things turn much darker with the horrific Lords of Cthul and the enigmatic Shadow Sun Syndicate.

PROTECTORS—G.U.A.R.D.

The good guys. Protectors fight to defend a way of life, even if it means demolishing a few buildings in the process.

COLLABORATORS—SHADOW SUN SYNDICATE

These guys have motivations known only to them—sometimes it's a good thing for humanity, other times humanity is just a stepping stone.

RADICALS—TERRASAURS & GREEN FURY

Focused only on an ideal, they care little for humanity when compared to advancing their goals.

INVADERS—???

Earth offers these guys something they want, and they'll stop at nothing to have it.

DESTROYERS—???

Wanton destruction is their singular motivation. It's nothing personal, just don't get in their way.

FIENDS—LORDS OF CTHUL

Pure evil, through and through. These creatures destroy because they enjoy inflicting pain and suffering.

FACTIONS

This month, No Quarter features a sneak peek at two of the factions that protect, preserve, or plunder the world of Monsterpocalypse and the agendas they pursue.

LORDS OF CTHUL

-Fiends-

"Lo and behold, the shroud betwixt out world and the other shall be pierced, and that pierce shall become a tear. And through this rift shall flow a wave of darkness so that the cities of man will be flooded by the corruption of the abyss. And there will be none to stand against this vile tide, for the armies of every nation will be sundered beneath the might of giants who shall rule the Earth."

—From the Book of the Cthulax

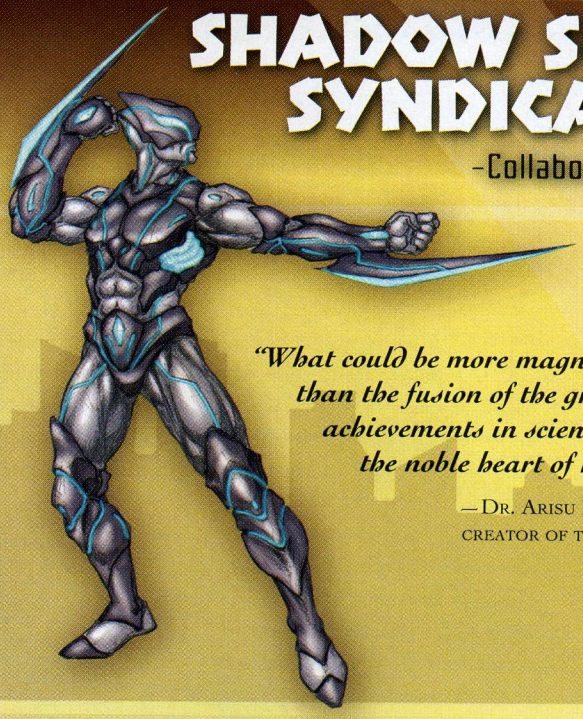
Beyond the veil of our own universe exist myriad dimensions teeming with unknown threats. For eons, practitioners of the occult have dared to peel back the fragile layer that separates our world from a vast realm of darkness to glimpse the ancient powers that lurk within. From time to time, those horrors have slipped through the void.

No one knows if the cultists who summoned the Lords of Cthul to our world intentionally invited or accidentally unleashed them. The great Cthugrosh slew these foolish humans the moment he first slithered out of the abyss, perhaps his only merciful act. Followed by a legion of towering monsters and nightmare spawn, Cthugrosh wasted no time in spreading his primordial corruption across the globe. Where the Cthulians tread the earth blackens, vegetation withers, and humans bow in abject worship before the might of these eldritch demi-gods. Those who will not kneel find themselves transformed into hideous mockeries of their formal selves and forced to suffer their few remaining days as slaves to the will of these unappeasable beings.

Theologians of every faith name the Lords of Cthul as none other than the beasts that herald the end of days. Those that have witnessed these otherworldly abominations, however, know the Cthulians are something much older than anything described in the holy texts of man, and that the end of days might be very far ahead of schedule.

SHADOW SUN SYNDICATE

-Collaborators-



"What could be more magnificent than the fusion of the greatest achievements in science and the noble heart of man?"

—Dr. Arisu Kaneko, creator of the Zors

Hidden behind a shroud of enigmatic activities, the criminal cartel known as the Shadow Sun Syndicate alleges its mission is to preserve humanity and society, though sometimes this seems to come at the cost of the aforementioned humanity and society. Indeed, observers often have difficulty determining whose interests the Syndicate serves, for they clash with law enforcement and military agencies as often as cosmic or inter-dimensional threats. What the Shadow Sun Syndicate claims is a concerted effort to maintain balance in the world, critics argue is quite clearly an attempt to control it.

The Shadow Sun Syndicate is a well-funded private organization based in Japan and dedicated to the acquisition of all technology and advanced knowledge. Some describe them as the greatest repository of technological information in the world, and their actions show them willing to go to any lengths to acquire more. Guided by the genius of Dr. Arisu Kaneko, the Shadow Sun Syndicate has jumped decades ahead of anyone else in the fields of biotechnology and nanotechnology.

Chief among Dr. Kaneko's achievements are the Zors—biomorphic and cybernetically enhanced ninja warriors. Each of these hi-tech armored suits contains a human transformed into a weapon of war through the application of incredibly advanced science. They can morph at will from human size to 60-meter super fighters employing a destructive combination of martial arts and energy weapons.

While their methods remains unpredictable, the Shadow Sun Syndicate has for now won the hearts of countless people who see these giant warriors not as rogues but as shadowy knights ready to battle the forces that menace the world. Only time will tell if there truly is some less altruistic, hidden agenda.

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By ***Rusty Zimmerman*** *· Art by* ***Eric Deschamp*** *and* ***Imaginary Friends Studio***

Guts & Gears

DESTROYER

Traditionally, warjacks have followed the trends of human armies in regards to equipping and outfitting them for war. For centuries, they wielded massive swords and spears, crushing hammers, and wicked axes as if as if they were heavier and heavier infantry. They carried plating layered like human armor or hefted oversized versions of a human warrior's shield. The evolution of increasingly effective firearms, however, increased destructive potential to ranged combat and forced the makers of warjacks to adapt. Designers spent decades, even centuries, competing in an arms race to most effectively combine

the armor and speed of a warjack with the fearsome power of artillery. From its first major battles, the Destroyer set a standard by which to measure other ranged-capable warjacks. Like few other war machines before or since, the Destroyer truly marked a turning point in western Immoren's capability to wage war. In the decades since its introduction, the armies of Khador have become more and more balanced between terrific melee combats and truly devastating long-ranged firepower.

Few forces inspire genius quite like rivalry, and history has seen few rivalries as enduring or bitter as that between Khador and Cygnar and its ally-states. Engines East's creation of the Mule threw down the gauntlet. The men of the Khadoran Mechaniks Assembly could ill afford to let their southern enemies maintain ranged superiority and raced to invent something grander, more potent, more maneuverable, and more practical. The minds of the Mechaniks Assembly considered the Mule's steam lobber technology a dead end, and the lack of mobility required for a full-range shot disgusted them. They answered the mobile artillery problem with reliable, potent, blasting powder. Spurred on by Queen Ayn VI and the continuing tensions between Khador and their Ordic and Cygnaran rivals, the Mechaniks Assembly leapt ahead of their time with the invention of the bombard.

DESTROYER

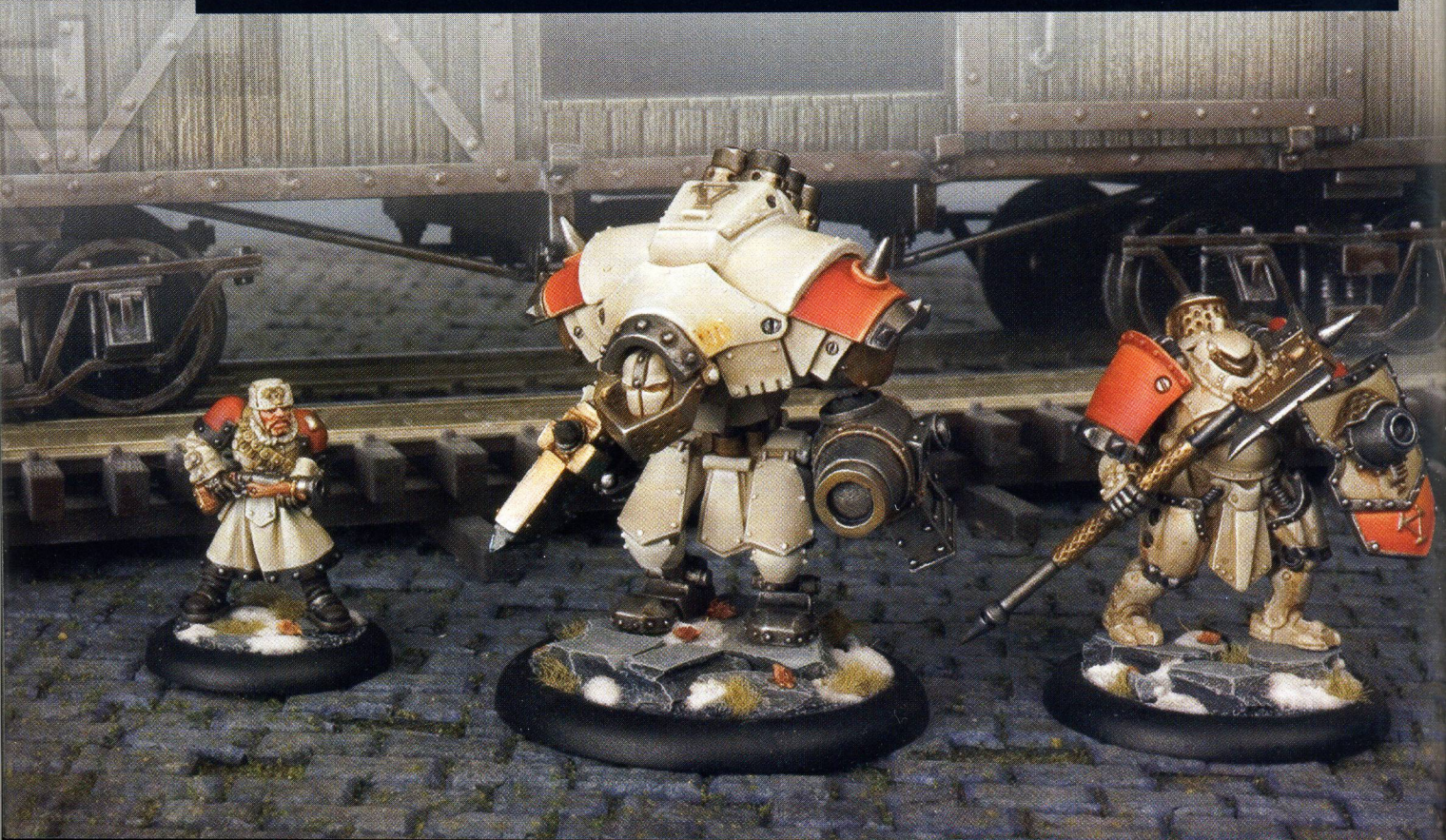
The first models used tried and trusted pinlock technology on a grander scale than ever seen before. The revolutionary element of the weapon lay in the introduction of a huge, self-contained metal cartridge. Rather than a simple pin, this shell required a massive pneumatic wedge to mix the copious amounts of red and black powder in each pre-crafted cartridge. The shell, itself packed full of the same powders to assure a secondary explosion upon impact, hurtles from the barrel in much the same way a standard weapon would fire, but the rate of fire and reliability of the machine comes from what happens next. The spent shell simply ejects automatically using pressure from the blast and a fresh cartridge loads into place from the weapon's underslung magazine. This removed the need for vulnerable infantry loaders to ready the next shot, eliminated the requirement to harness the steam power necessary for the warjack to move, and exemplified the simple reliability of sturdy Khadoran craftsmanship writ larger than ever before.

The Mechaniks Assembly now had to ensure that the rest of the machine matched the impressive nature of the Destroyer's bombard before they could consider suggesting the warjack for military use. The Volvningrad men working on designing the Destroyer looked to the then-new Juggernaut, not the aged Berserker, for inspiration. They made few changes to that impressive chassis beyond the inclusion of their mighty new bombards, but many within the Mechaniks Assembly feared that the lack of a close combat weapon (or even the massive fist of the Juggernaut) would leave the Destroyer too vulnerable in melee combat. To compensate, they made the weapon it did possess—its fearsome axe—all the mightier. Early Destroyer prototypes wielded massive axe heads, tempered and re-tempered in the Motherland's hottest forges, to tremendous effect. The metallurgical processes pioneered by these craftsmen, when refined, would appear again centuries later in the forging of armor-piercing field gun ammunition. At the time, as the first such experimental blades sheared with horrific ease through any armor plate put before them, they earned the nickname Executioner axes. This combination of awesome firepower and trusty Khadoran strength made the Destroyer an instant favorite.

The first major battles in which these warjacks fought, despite this new technology, ended in defeat. The Thornwood War did not produce a victory for Khador, but the Destroyer's broad shoulders bore none of the blame; quite the opposite, in fact. Among the first military decisions made in the aftermath of the Battle of the Tongue mandated that Khadoran warcasters receive

44th Assault Battalion, 1st Border Legion —"Avalanche of the 1st"

Fighting alongside the Unbreakable 111th Infantry Battalion and providing heavy assault capabilities, the "Avalanche of the 1st" most often forms the vanguard for the 1st Border Legion. The 44th Assault Battalion uses the same white and red color scheme as the other battalions in the 1st. A well-rounded force, the 44th includes Iron Fangs, Man-O-War, Winter Guard, and a number of Juggernauts, Marauders, and Spriggan warjacks, but it makes particular use of the Destroyers' combination of ranged and melee power to support steady advances.



DESTROYER

more Destroyers. Even using the shorter barrel and less powerful shell of the day, the bombards so impressed Khadoran commanders that Destroyers accounted for almost one in three of all new warjacks produced to replace those lost. Many of Khador's greatest military minds, even the brilliant Irusk, feel to this day that had such numbers of Destroyers existed before that war, the maps of western Immoren would look very different today.

Not only the Khadorans respected this new self-contained cannon, however. Well aware of the high cost that came with facing Khadoran warjacks in melee, the inventors and mechaniks of the Cygnaran Armory worked diligently to unlock the design of these new guns and bring similar weapons to bear. This effort produced the Charger, which uses self-contained cartridges modified for an even higher rate of fire in exchange for smaller rounds. Khadorans consider this a pitifully weak, underpowered machine and an insult to the Destroyer's creators' innovation. The Defender, however, proved more worthy as a rival to the Destroyer's fearsome power.

When word reached Khadoran High Kommand of a Cygnaran presence in Ord, including Defenders, sent to aid King Alvor Cathor IV in patrolling his border, the Khadorans considered it a challenge. They decided to pit their trusted design against the upstart Cygnaran contraption amidst the craggy hills of eastern Ord, not far from the Thornwood where the Destroyer had first made its name.

Historians would come to call this series of brutal skirmishes in 568 AR the Battle of Northwood. The nickname given it by an irreverent Ordic infantryman caught in the middle would stick with the survivors of either side: The Hard Rain. The nature of the skirmishes forced canny officers on both sides to pioneer new methods of combat. They fought constantly over the high ground in a cat and mouse game of ambush and counter. The mobile firepower of both sides—the Khadoran 3rd Border Patrol with their Destroyers against the newly painted Cygnaran Defenders—matched one another in a deadly competition.

From atop the knolls and high cliffs of the rough Ordic countryside, the rival war machines lay down intimidating amounts of firepower. The Destroyer swiftly emerged victorious in the eyes of the Khadoran High Command, though, with the twin advantages of its high arcing fire and its resilience. Executioner Axes brutally sheared off more than one Defender heavy barrel and shock hammer with a single swipe, and the satisfied Khadorans withdrew after a relatively short time. Explanations and condolences went to King Vinter Raelthorne III insisting that the Khadoran 3rd had thought themselves engaged with unchartered mercenaries using bodged-together secondhand Cygnaran machinery. The wording of the letters to Cygnar and Ord was never diplomatic enough to be considered apologies instead of insults. They averted all-out war nonetheless, and Khadoran military leaders and inventors alike remained certain of their machine's dominance over its Cygnaran counterpart.

The High Kommand's satisfaction with the Destroyer persists to this day. Well over a century since the machine first set metal foot on the field of battle, nearly seventy years since the last major modification to the design, the Destroyer still stands at the forefront of Khadoran armies as a broad and powerful cornerstone of their tactical doctrine, a central aspect of how field kommanders wage war. The Winter Guard and other masses of Khadoran infantry who trust their lives to its armored brawn and the covering fire of its mighty bombard see the Destroyer as a blessing from Morrow, Menoth, or both. The proud men and women of the Khadoran Mechaniks Assembly see it simply as perfection.

Destroyer Tactics

By David Boeren

The Destroyer's versatility has made it consistently one of the most popular Khadoran warjacks since its introduction in *WARMACHINE: Prime*. It has an excellent melee weapon, nearly as good as the Juggernaut's mighty Ice Axe, but it also packs a long-ranged AOE that makes it a useful 'jack in a much wider set of situations. Since Khador usually can't afford multiple warjacks as easily as other factions, bringing a 'jack that can do something useful every turn only makes sense.

THE RIGHT TOOL FOR THE RIGHT JOB

If you brought a Destroyer simply for anti-infantry blasts, consider taking a Mortar Crew and saving a hundred points. Nothing will disappoint you with this 'jack faster than treating it as just a bombard delivery system—bring a Destroyer because you want a powerful, resilient melee model that has a flexible, boostable ranged weapon. The Destroyer can do far more damage in melee than it can at range, and when the critical goes off, it can help ruin an enemy 'jack fast and limit your opponent's response options. Boost those attack rolls to ensure hits and increase the chance of criticals. It's seldom worth boosting damage on POW 18, so spend that focus on additional attacks. Fire at key enemy models as you advance to force a defensive reaction. This helps you keep the initiative despite the Destroyer's rather plodding SPD.

YOU CAN RUN, BUT YOU CAN'T HIDE

The bombard's most impressive feature is not its POW 14 or even the AOE, but Arcing Fire. This lets you threaten your opponent's solos, unit leaders, and even warcaster at a great range. Screening the target with other models only works if they stick close together, which limits mobility and increases vulnerability to your AOEs or other models with multiple melee attacks. Arcing Fire holds the key to using the Destroyer as a board control piece. It can matter less what your Destroyer kills than what it *threatens* to kill. Keeping the pressure on with your bombard will forces your opponent to take precautions that slows his plans. Arcing Fire can often give you better choices of deviation points for AOEs too.

KEEPING YOUR DESTROYER HAPPY

The Destroyer delivers excellent value. Use these tips to help yours excel and stay out of bad situations.

- Critical Amputation only works on other warjacks, not warbeasts, so think carefully before engaging heavy warbeasts. You may do better to wait and shoot a little longer, fire at other targets, or slam to neutralize the 'beast rather than risk leaving it alive.
- Destroyers can suffer from faster infantry swarms. Advance your Destroyer behind friendly units and shoot over their heads with Arcing Fire to make sure it reaches melee in fine fighting shape.
- The Destroyer really shines with the Old Witch's Augury ability. Enemies find it hard to hide from bombard shots that ignore just about every defensive bonus.
- Sorscha and a Destroyer make a popular pair when engaging in that time-honored Khadoran tradition—freezing an enemy warcaster and dropping boosted bombard shots on his head.
- Vladimir's Signs and Portents spell makes your AOEs more potent and increases the odds of getting Critical Amputation. An unexpected burst of speed from Vlad's feat, Forced March, also fits well with the Destroyer's role as a flexible threat over a large area.

Painting the Destroyer

By ***Todd Arrington***

Basecoat

Base the steel parts with Pig Iron, the white portions of the armor with a mix of 50/50 Hammerfall Khaki and Menoth White Highlight, the shoulder plates with Khador Red Base, and the gold portions with Rhulic Gold.

Base Coat Colors:

Steel—Pig Iron • **Whites**—Hammerfall Khaki, Menoth White Highlight
Shoulder Plates—Khador Red Base • **Golds**—Rhulic Gold

Shading

Wash the steel parts with a mix of two parts Bloodtracker Brown and one part Armor Wash. Once dry, wash again with a mix of two parts Exile Blue and one part Armor Wash. Wash the white portions with a mix of Hammerfall Khaki and a small amount of Battlefield Brown. For the shoulder plates, first apply Khador Red Base, Khador Red Highlight, and finally Menoth White Base, blending together to get a nice even shade. Wash the gold with a mix of two parts Bloodtracker Brown and one part Armor Wash.

Shading Colors:

Steel—Armor Wash, Bloodtracker Brown, Exile Blue • **Whites**—Battlefield Brown, Hammerfall Khaki • **Shoulder Plates**—Khador Red Base, Khador Red Highlight, Menoth White Base • **Golds**—Armor Wash, Bloodtracker Brown

Highlighting

Highlight the steel portions with Pig Iron and Cold Steel on the flat areas. Highlight the white portions first with Hammerfall Khaki, then Menoth White Highlight. Glaze the shoulder plates with a mix of two parts Yellow Ink, one part Red Ink, and Mixing Medium. Highlight the gold portions first with a 50/50 mix of Rhulic Gold and Pig Iron, then straight Pig Iron, and finally Cold Steel. Base the large screws with Pig Iron.

Highlighting Colors:

Steel—Cold Steel, Pig Iron • **Whites**—Hammerfall Khaki, Menoth White Highlight • **Shoulder Plates**—Mixing Medium, Red Ink, Yellow Ink
Golds—Cold Steel, Pig Iron, Rhulic Gold • **Large Screws**—Pig Iron

Detailing

Detail the steel portions and rivets with Quick Silver. Use Morrow White in small touches to clean up the edgework of the white portions and the rivets. Define the edges of the shoulder plates with Menoth White Base. Add small touches on the edges of the gold portions with Quick Silver. Wash the large screws with a mix of Armor Wash and Exile Blue. To make the furnace glow, apply Heartfire with a feathered out edge. Then, thin down Morrow White to a wash and carefully apply it in the vent holes. For the eyes, first apply Heartfire, followed by Morrow White, centered as the iris. Glaze down the axe blade with a mix of half Blue Ink to half Turquoise Ink, followed by Mixing Medium. When dry, apply Arcane Blue to the axe's ice vents, feathering out the edge. When dry, make a wash of Morrow White and carefully apply it inside the axe's vent holes.

Details Colors:

Steel—Quick Silver • **Whites**—Morrow White
Shoulder Plates—Menoth White Base
Golds—Quick Silver • **Large Screws**—Armor Wash, Exile Blue
Eyes and Furnace Glow—Heartfire, Morrow White
Axe Blade—Blue Ink, Mixing Medium, Turquoise Ink
Ice Vents—Arcane Blue, Morrow White

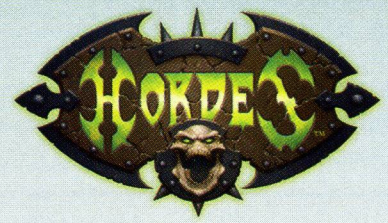
FORMULA P3™

What You'll Need:

- Arcane Blue
- Armor Wash
- Battlefield Brown
- Bloodtracker Brown
- Blue Ink
- Cold Steel
- Exile Blue
- Hammerfall Khaki
- Heartfire
- Khador Red Base
- Khador Red Highlight
- Menoth White Base
- Menoth White Highlight
- Mixing Medium
- Morrow White
- Pig Iron
- Quick Silver
- Red Ink
- Rhulic Gold
- Turquoise Ink
- Yellow Ink

INDEPENDENT RETAILERS

Fine Retailers of Privateer Press Products



Privateer Press strives to be an entertainment company that creates products and ideas that draw together a community hungry for a better entertainment experience. Here's a list of local game stores committed to supporting that community, including the Privateer Press products they carry.

If you are a retailer and want to invest in our products, please contact our Retailer Development team via email at: **sales@privateerpress.com** or phone **(425) 642-5900, ext 108**. We can help you choose the products that will work best for your store, as well as inform you of all the promotional support we have available to help you sell Privateer Press products. We can also introduce you to the distributors that will best suit your fulfillment needs.

UNITED STATES OF AMERICA

				WM	HD	P3	OP
Alabama	Dreamscape Games	Auburn	(334) 524-2363	WM	HD	P3	OP
	Legion Cards and Comics	Birmingham	(205) 970-0999	WM	HD	P3	OP
	Legion Cards and Comics	Hoover	(205) 979-0299	WM	HD		OP
	HobbyTown USA	Huntsville	(256) 489-5242	WM	HD	P3	OP
	Borderland Relics	Mobile	(251) 634-0222	WM	HD	P3	OP
	Visions Cards and Games	Montgomery	(334) 215-3334	WM	HD	P3	OP
	Legion Cards and Comics	Tuscaloosa	(205) 971-0356	WM	HD	P3	OP
Alaska	Bosco and Games	Anchorage	(907) 274-4112	WM	HD	P3	OP
	Hobby Craft	Anchorage	(907) 349-5815	WM	HD		OP
Arizona	Gamers Loot	Avondale	(623) 872-2773	WM	HD		OP
	GAME DAZE #6	Chandler	(480) 899-7406	WM	HD		OP
	GAME DAZE #7	Glendale	(623) 979-5360	WM	HD	P3	OP
	Imperial Outpost Games	Glendale	(602) 978-0467	WM	HD	P3	OP
	GAME DAZE #2	Mesa	(480) 981-4850	WM	HD	P3	OP
	Gamers' Inn	Mesa	(480) 507-0509	WM	HD	P3	OP
	Magic Lilly Pad	Pheonix	(602) 249-3304	WM	HD	P3	OP
	GAME DAZE #1	Phoenix	(602) 494-4263	WM	HD		OP
	Game Nightz	Phoenix	(602) 870-8501	WM	HD	P3	OP
	Samurai Comics	Phoenix	(602) 265-8886	WM	HD		OP
	GAME DAZE #3	Scottsdale	(480) 947-1101	WM	HD	P3	
	Game Daze Headquarters	Tempe	(480) 317-9181	WM	HD	P3	
	Game Depot Arizona	Tempe	(480) 966-4727	WM	HD	P3	OP
	GAME DAZE #4	Tucson	(520) 293-7940	WM	HD		
	GAME DAZE #5	Tucson	(520) 745-0468	WM	HD	P3	OP
	Hardcastle Cards	Tucson	(520) 790-2246	WM			
	Hats Games	Tucson	(520) 514-2960	WM	HD	P3	OP
	Nemeis Games	Tucson	(520) 790-2246	WM	HD	P3	OP
	Amazing Discoveries	Tuscun	(520) 320-0338	WM	HD		
	Magic Tower Games	Tuscun	(520) 744-9922	WM	HD	P3	
Arkansas	T Shirt Explosion	Springdale	(479) 263-3036	WM			OP
California	The Game Castle	Anaheim	(714) 520-5251	WM	HD	P3	OP
	Paladin Gaming	Bakersfield	(661) 834-9716	WM	HD	P3	OP
	The Gaming Experience	Bakersfield	(661) 836-0706	WM	HD	P3	OP
	Games of Berkeley	Berkeley	(510) 540-7822	WM	HD		OP
	The Realm Games and Comics	Brea	(714) 990-8450	WM	HD	P3	OP
	The Last Grenadier	Burbank	(818) 848-9144	WM	HD		OP
	Name of the Game	Camarillo	(805) 389-3433	WM			OP
	DandJ Hobby and Crafts	Campbell	(408) 379-1696	WM	HD	P3	OP
	Adventures in Comics and Games	Carmichael	(916) 973-9064	WM	HD	P3	OP
	BaT Comics	Chico	(530) 898-0550	WM	HD		OP
	The Fortress	Chico	(530) 891-9277	WM	HD		OP
	Wagoners Miniatures	Chico	(530) 343-3313	WM	HD		OP
	Gameology	Claremont	(909) 626-6926	WM	HD	P3	OP
	Black Diamond Games	Concord	(925) 947-0600	WM	HD	P3	OP
	Knightly Games	El	(760) 353-5253	WM	HD	P3	OP
	North Coast Role Playing	Eureka	(707) 444-2288	WM	HD	P3	OP
	Farrescape Gameport	Frazier Park	(661) 245-1404	WM	HD	P3	OP
	2nd Dimension Comics	Fresno	(559) 435-4671	WM	HD		OP
	HobbyTown USA	Fresno	(559) 435-3342	WM		P3	
	Titan Games and Miniatures	Fresno	(559) 224-2898	WM	HD	P3	OP
	Brookhurst Hobbies	Garden Grove	(714) 636-3580	WM	HD	P3	OP
	Fun N Games	Lake Elsinore	(951) 471-0555	WM	HD	P3	OP
	Comic Quest	Lake Forest	(949) 951-5737	WM		P3	OP
	Battlegrounds	Lancaster	(661) 951-3839	WM	HD	P3	OP
	Comics Plus	Lompoc	(805) 736-0050	WM	HD		OP
	The War House	Long Beach	(562) 424-3180	WM	HD	P3	OP
	Game Habitat	Monterey	(831) 655-5240	WM			
	The Game Habitat	Monterey	(831) 655-5240	WM	HD	P3	OP
	Lubich Inc	Morgan Hill	(408) 778-3074	WM	HD		OP
	Game 2 Beat	Newhall	(661) 260-3055	WM	HD	P3	OP
	Endgame	Oakland	(510) 465-3637	WM	HD	P3	OP
	Game Empire	Pasadena	(626) 304-9333	WM	HD	P3	OP
	Collector's Choice	Redding	(530) 222-8750	WM	HD		OP
	Phoenix Battlegrounds	Riverbank	(209) 863-8505	WM	HD	P3	OP
	Adventures Guild of Riverside	Riverside	(951) 782-9333	WM	HD	P3	OP
	GMI Games and Collectables	Riverside	(951) 681-8270	WM	HD	P3	OP
	A-1 Comics, Inc.	Roseville	(916) 783-8005	WM	HD		OP
	Great Escape Games	Sacramento	(916) 927-0810	WM	HD	P3	OP
	Game Empire	San Diego	(858) 576-1525	WM	HD	P3	OP
	Game Towne	San Diego	(619) 291-1666	WM	HD		OP
	Gamescape San Franciso	San Fran	(415) 621-4263	WM			
	A World of Books Games and Other Things	San Leandro	(510) 483-5587	WM	HD		OP
	Gator Games	San Mateo	(650) 571-7529	WM	HD	P3	
	Gamescape North	San Rafael	(415) 457-8698	WM	HD	P3	OP
	FRP Games	Santa Clara	(408) 249-5199	WM	HD	P3	
	Game Kastle	Santa Clara	(408) 727-2452	WM	HD	P3	OP
	Game Alot Hobby	Santa Cruz	(831) 429-9009	WM	HD	P3	OP
	Leisure Time Games	Santa Miria	(805) 614-4263	WM	HD	P3	OP
	Aero Hobbies and Games	Santa Monica	(310) 828-5264	WM	HD	P3	OP
	Outer Planes Comics and Games	Santa Rosa	(707) 546-2000	WM	HD	P3	OP
	Knight Ware	Studio City	(818) 769-7830	WM	HD	P3	OP
	Third Planet Comics and Games	Torrance	(310) 791-6227	WM	HD	P3	OP
	Cry Havoc Gaming	Twentynine Palms	(760) 361-1780	WM	HD		
	Dungeon Demolition	Vacaville	(916) 205-5270	WM			
	Olde World Games	Vacaville	(704) 689-5805	WM	HD	P3	OP
	Seth's Games and Anime	Ventura	(805) 653-5890	WM	HD	P3	OP
	Pair A Dice Games	Vista	(760) 940-0139	WM	HD	P3	OP
Colorado	Attactix	Aurora	(303) 699-3349	WM	HD	P3	OP
	Karliquins Game Knight	Boulder	(303) 545-1745	WM	HD	P3	OP
	Castle Games and Gifts	Colorado Springs	(719) 260-9344	WM	HD	P3	OP
	Compleat Games	Colorado Springs	(719) 473-1116	WM	HD	P3	OP
	Gamer's Haven	Colorado Springs	(719) 531-9863	WM	HD	P3	OP
	Bonnie Brae Hobbies	Englewood	(303) 806-6526	WM	HD	P3	OP

WM = **WARMACHINE** • HD = **HORDES** • P3 = **FORUMULA P3** • OP = **ORGANIZED PLAY**

	Gryphon Games	Fort Collins	(970) 224-3599	WM	HD		OP
	Gamers History Bookseller	Fort Morgan	(970) 867-1936	WM	HD		
	Digital Dungeon	Greeley	(970) 352-8202	WM	HD	P3	OP
	Enchanted Grounds Coffeehouse	Highlands Ranch	(303) 470-1010	WM	HD	P3	OP
	Stonebridge Games	Longmont	(303) 776-3796	WM	HD	P3	OP
	Classic Cards	Parker	(720) 771-0809	WM	HD	P3	
	Collector Mania	Parker	(303) 766-3530	WM	HD		OP
	HobbyTown USA	Westminster	(303) 431-0482	WM	HD	P3	
	Valhalla's Game Center	Wheat Ridge	(303) 463-5451	WM	HD		OP
Connecticut	Connection	East Windsor	(860) 841-9460	WM			
	Time Machine Hobby	Manchester	(860) 646-0610	WM	HD	P3	OP
	Sarge's Comics	New London	(860) 443-2004	WM	HD	P3	OP
	Flagship Comics and Games	Southington	(860) 410-1854	WM	HD	P3	OP
Delaware	Between Books	Claymont	(302) 798-3378	WM	HD	P3	OP
	Superior Comics	Dover	(302) 735-4640	WM			
	Superior Games	Dover	(302) 734-0442	WM	HD	P3	OP
	The Kid in Me	Milford	(302) 491-6411	WM	HD		OP
	The Days of Knights	Newark	(302) 366-0963	WM	HD	P3	OP
Florida	The BattleZone	Avon Park	(863) 453-9663	WM	HD	P3	OP
	Cosmic Games	Bradenton	(941) 746-5856	WM	HD	P3	OP
	Spellbinder Games	Cape Coral	(239) 458-6644	WM	HD	P3	OP
	Emerald City Comics 2	Clearwater	(727) 797-0664	WM	HD	P3	OP
	War and Pieces	Daive	(954) 559-1414	WM	HD	P3	OP
	Dragon's Lair Games	Fort Lauderdale	(954) 587-3347	WM	HD	P3	OP
	Book and Game Emporium	Fort Walton Beach	(850) 863-7964	WM	HD	P3	OP
	TBS Comics	Fort Walton Beach	(850) 244-5441	WM	HD	P3	OP
	Mega Comics	Gainesville	(352) 331-3252	WM	HD	P3	OP
	Borderlands Comics and Games	Jacksonville	(904) 720-0774	WM	HD		OP
	War Dogs Game Center	Jacksonville	(904) 399-1975	WM	HD	P3	OP
	Coliseum of Comics	Kissimmee	(407) 870-5322	WM	HD	P3	OP
	TATE'S Gaming Satellite	Lauderhill	(954) 742-5141	WM	HD	P3	
	Wizard's Wall	Melbourne	(321) 727-2599	WM	HD	P3	OP
	Sunshine Adventure Gaming	Miami	(305) 264-1250	WM	HD		OP
	Broadsword Comics and Games	Orange Park	(904) 215-9170	WM	HD		OP
	Sci-Fi City	Orlando	(407) 282-2292	WM	HD	P3	OP
	Dogs Of War Gaming	Palm Bay	(321) 951-9700	WM	HD	P3	OP
	Bobes Hobby House	Pensacola	(850) 433-2187	WM	HD	P3	OP
	TBS Comics	Pensacola	(850) 474-1419	WM	HD	P3	OP
	Gamers Galaxy	Pinellas Park	(727) 541-6654	WM	HD	P3	OP
	Gateway Games	Pinellas Park	(727) 541-6654	WM	HD	P3	OP
	Lost Realms	Pompano Beach	(954)427-1694	WM	HD		
	Emerald City Comics	Seminole	(727) 398-2665	WM	HD	P3	OP
	Comics and Games of Tallahassee	Tallahassee	(850) 224-9888	WM	HD	P3	OP
	Coliseum of Comics home of Goblin Shoppe	Tampa	(813) 908-8454	WM	HD		OP
	HobbyTown USA	Tampa	(813) 964-5447	WM	HD	P3	
	Armada Games	Temple Terrace	(813) 980-1080	WM			
	Davinci's Dreamworks	Vero Beach	(772) 770-3807	WM	HD	P3	OP
	Cool Stuff Games	Winter Park	(407) 478-3311	WM	HD	P3	OP
	Rhubarb Games	Winter Park	(407) 679-8811	WM	HD	P3	OP
Georgia	Tyche's Games and Anime	Athens	(706) 354-4500	WM			OP
	Atlanta Game Factory	Atlanta	(404) 745-4213	WM	HD	P3	OP
	Augusta Book Exchange	Augusta	(706) 793-7796	WM	HD	P3	OP
	HobbyTown USA	Brunswick	(912) 265-3100	WM	HD	P3	OP
	Quest Comic Shop	Carrollton	(770) 832-0172	WM	HD	P3	OP
	Titan Games	College Park	(770) 996-9129	WM	HD	P3	OP
	Hobbies Hangout	Douglasville	(770) 577-5399	WM	HD	P3	OP
	The War Room	Duluth	(770) 729-9588	WM	HD	P3	OP
	HobbyTown USA	Kennesaw	(770) 426-8800	WM	HD	P3	OP
	B and R Games	Marietta	770-509-6591	WM	HD	P3	OP
	Dr. No's Comics and Games	Marietta	(770) 422-4642	WM	HD	P3	OP
	Mondo Atomica	Morrow	(770) 968-0565	WM	HD	P3	OP
	Morning Star Games	Savannah	(912) 356-1066	WM	HD	P3	OP
	Comic Universe Gaming	Snellville	(770) 736-2990	WM	HD	P3	OP
	The Dragons Horde	Stone Mountain	(404) 298-1188	WM	HD	P3	OP
	Plycon Inc.	Valdosta	(229) 241-9300	WM	HD	P3	OP
Hawaii	Jellys the Original	Aiea	(808) 484-4413	WM	HD	P3	OP
	Other Realms	Honolulu	(808) 596-8236	WM	HD	P3	OP
Idaho	All About Games	Boise	(208) 344-8667	WM	HD	P3	OP
	HobbyTown USA	Boise	(208) 376-1942	WM	HD	P3	OP
	Gamer's Haven	Coeur d'Alene	(208) 765-0891	WM	HD	P3	OP
	Excalibur Games	Idaho Falls	(208) 529-8026	WM	HD	P3	OP
	HobbyTown USA	Idaho Falls	(208) 552-0525	WM	HD	P3	
	Wondertrail Community Outlet	Mountain Home	(208) 587-9255	WM	HD		OP
	Team Dewey Toys and Hobbies	Nampa	(208) 461-5028	WM	HD	P3	OP
Illinois	Gamers Realm	Antioch	(847) 395-6842	WM	HD	P3	
	Gryfalia's Aerie	Bloomington	(309) 828-9196	WM	HD	P3	OP
	Castle Perilous Games and Books	Carbondale	(800) 297-2160	WM	HD	P3	OP
	Armored Gopher Games	Champaign	(217) 366-3266	WM	HD	P3	OP
	The Dragon's Table	Champaign	(217) 359-0503	WM	HD	P3	
	Strategic Game Command	Crest Hill	(815) 725-8386	WM	HD	P3	
	The Game Escape	Crystal Lake	(815) 356-8870	WM	HD	P3	OP
	On Board Games	Dekalb	(815) 713-4871	WM	HD	P3	
	Fantasy Games	Fallon	(618) 632-3026	WM	HD		OP
	Unique Gifts and Games	Grayslake	(847) 548-8270	WM	HD		OP
	Go Games	Lansing	(708) 474-7030	WM	HD		OP
	Tomorrow is Yesterday	Loves Park	(815) 633-4178	WM	HD	P3	
	Games Plus	Mt. Prospect	(847) 577-9656	WM	HD	P3	OP
	HobbyTown USA	Northbrook	(847) 205-5588	WM	HD	P3	
	Just For Fun	Peoria	(309) 686-7720	WM	HD	P3	OP
	HobbyTown USA	Schaunburg	(847) 490-0900	WM	HD	P3	
	Mecca	Springfield	(800) 869-8595	WM	HD	P3	OP
Indiana	Danger Room Game and Comics	Anderson	(765) 646-6341	WM	HD	P3	OP
	The Game Preserve	Bloomington,	(812) 332-6602	WM	HD	P3	OP
	Atomic Hobbies and Games	Fort Wayne	(206) 471-2866	WM	HD	P3	OP
	Books Comics and Things	Fort Wayne	(260) 493-6116	WM	HD	P3	OP
	Top Shelf Games	Fort Wayne	(260) 749 6669	WM	HD	P3	OP
	The Keep	FT. Wayne	(260) 471-4336	WM	HD	P3	OP
	The Game Preserve	Greenwood	(317) 881-4263	WM	HD	P3	OP
	Crtical Effect Games	Hobart	(219) 947-5997	WM	HD	P3	OP
	The Collectors Box	Huntinton	(260) 358-0690	WM	HD	P3	
	Boardroom Games	Indianapolis	(317) 257-5149	WM	HD	P3	
	Games to Die For	Indianapolis	(317) 536-2946	WM	HD	P3	OP
	The Game Preserve	Indianapolis	(317) 571-9110	WM	HD	P3	OP
	Sinclair Books Comics and Games	Kendallville	(260)347-2995	WM	HD	P3	OP
	RC2	Lebanon	(317) 710-1275	WM	HD	P3	
	Wizard`s Keep	Muncie	(765) 286-5145	WM	HD	P3	OP
	Lightspeed Hobbies	Portage	(219) 764-7314	WM	HD	P3	OP
	Empire Games and Hobbies	Princeton	(812) 664-8366	WM	HD	P3	
	Fantasy Games	South Bend	(574) 277-1133	WM	HD	P3	OP
	The Game Preserve	West Lafayette	(765) 743-1900	WM	HD		OP
	The Sages Shoppe	West Lafayette	(765) 463-4841	WM	HD	P3	OP
Iowa	The Core	Cedar	(319) 277-1835	WM	HD	P3	OP
	Critical Hit Games	Cedar Falls	(319) 338-4263	WM	HD	P3	OP
	Mayhem Collectibles	Des Moines	(515) 271-8104	WM	HD	P3	OP
	Comic World	Dubuque	(563) 584-1762	WM	HD	P3	OP
	Shattered Sun Game and Hobby	Keokuk	(319) 524-5549	WM	HD	P3	
	Acme Comics	Sioux	(712) 258-6171	WM	HD	P3	OP
Kansas	Battlefield Gaming	Hutchinson	(620) 259-6845	WM	HD		OP
	Hometown Games	Lawrence	(785) 830-8011	WM	HD	P3	OP
	Patch and Crow's Nest	Manhattan	(785) 539-3698	WM	HD		OP
	31st Century Games and Hobbies	Olathe	(913) 397-7706	WM	HD	P3	OP
	Tabletop Game and Hobby	Overland Park	(913) 962-4263	WM	HD	P3	OP
	Excalibur Gaming	St. Marys	(620) 870-8417	WM	HD	P3	OP
	Agents Comics and Games	Wichita	(316) 262-6642	WM	HD	P3	OP
	Agents of Comics	Wichita	(316) 942-6642	WM	HD	P3	
Kentucky	Danzig Corridor	Ashland	(606) 324-1307	WM	HD	P3	OP
	Comic Book World	Florence	(606) 371-9562	WM	HD	P3	
	Albrights	Lexington	(859) 277-3937	WM	HD	P3	
	The Rusty Scabbard	Lexington	(859) 278-6634	WM	HD	P3	OP
	Comic Book World	Louisville	(502) 964-5500	WM	HD	P3	OP
	Pet Shop Comics and Collectibles	Louisville	(502) 957-3188	WM			OP
	The Louisville Game Shop	Louisville	(502) 456-2734	WM	HD	P3	OP
	G2K Games	Middlesboro	(606) 248-0700	WM	HD		OP
	Raven Tales LLC	Owensboro	(270) 686-3423	WM			
Louisiana	Gameworx	Baton Rouge	(225) 769-8322	WM	HD	P3	
	Little Wars	Baton Rouge	(225) 924-6304	WM	HD	P3	
	Gamers Dojo	Belle Chasse	(504) 678-3311	WM	HD		OP
	Dragon's Lair Comics, Cards and Games	Bossier City	(318) 742-3007	WM	HD	P3	OP
	Gamer's Conclave	Mandeville	(985) 624-9877	WM	HD	P3	OP
	School of Comics	Mandeville	(985) 951-8505	WM	HD	P3	
	Galactic Games Emporium	Metairie	(504) 885-4263	WM	HD	P3	OP
	Gamers Matrix	Metairie	(504) 780-1655	WM	HD	P3	
Maine	Rising Phoenix Games	Cherry Valley	(508) 892-5190	WM	HD	P3	
	War Zone Games	Farmingdale	(207) 582-1120	WM	HD	P3	OP
	Thunder Runner	Hanson	(781) 826-2780	WM	HD	P3	
	Zimmies Inc	Lewiston	(207) 783-4450	WM	HD		OP
	T G Collectibles	Milferd	(508) 473-5874	WM	HD	P3	
	Eagle Hill	Presque Isle	(207) 764-5701	WM	HD	P3	
	Rivendell Books and Comics	Rehoboth	(508) 252-5798	WM	HD	P3	
	Crossroad Games	Sebago Lake	(207) 642-2612	WM	HD	P3	OP
	Game Geeks	South Portland	(207) 767-1101	WM	HD	P3	OP
Maryland	Comics MD	Accokeek	(301) 203-8500	WM	HD		OP
	Canton Games	Baltimore	(410) 276-2640	WM	HD		OP
	Alternate Worlds Comics and Games	Cockeysville	(410) 666-3290	WM			
	Arena Sports Cards and Games	Eldersburg	(410) 552-4452	WM	HD	P3	OP
	Renaissance Games	Fallston	(410) 877-7600	WM	HD	P3	OP
	HobbyTown USA	Frederick	(301) 694-7395	WM	HD	P3	
	Outpost Games	Gaithersburg	(301) 990-0019	WM	HD	P3	OP
	Games and Stuff	Glen Burnie	(410) 863-7418	WM	HD	P3	OP
	The Mystical Keep	Hagerstown	(301) 791-6101	WM	HD		OP
	The Crystal Fox	Laurel	(301) 317-1980	WM	HD		OP
	Bowes Books and Games	Lexington Park	(301) 863-6200	WM	HD	P3	OP
	Aardvark's Comics and Games	Lusby	(410) 394-6366	WM	HD		OP
	Hobby Haven	Lutherville	(410) 825-7633	WM	HD	P3	

WM = **WARMACHINE** • HD = **HORDES** • P3 = **FORUMULA P3** • OP = **ORGANIZED PLAY**

	Aardvark's Video Comics and Games	Mechanicville	(301) 884-0488	WM	HD			OP
	Dream Wizards	Rockville	(301) 881-3530	WM	HD	P3		OP
	The Family Game Store	Savage	(301) 776-5980	WM	HD			OP
Massachusetts	Battleground Games and Hobbies	Abington	(781) 261-9669	WM	HD	P3		OP
	Amesbury Comics	Amesbury	(978) 388-6800	WM		P3		OP
	Castle Games and Gifts	Amesbury	(978) 388-6800	WM				
	Toy Soldier Games and Comics	Amesbury	(978) 388-2512	WM	HD	P3		OP
	The Complete Strategist Massachusetts	Boston	(617) 267-2451	WM	HD	P3		
	3 Trolls Games	Chelmsford	(978) 250-0566	WM	HD	P3		
	Greenfield Games Inc	Greenfield	(413) 774-5225	WM	HD	P3		OP
	Off the Wall Games	Hadley	(413) 586-5451	WM	HD	P3		OP
	Hobby Bunker, Inc.	Malden	(781) 321-8855	WM	HD	P3		OP
	The Whiz Store	Medway	(508) 533-4920	WM	HD	P3		OP
	Avid	Milford	(508) 478-3194	WM	HD	P3		OP
	TJ Collectibles	Milford	(508) 473-5874	WM	HD			OP
	Game Haven	North Dartmouth	(508) 961-0007	WM	HD	P3		OP
	Your Move Games	Somerville	(617) 666-5799	WM	HD	P3		OP
	Danger Planet Games and Hobbies	Waltham	(781) 894-6792	WM	HD	P3		OP
	The Dragon's Lair	West Springfield	(413) 731-7237	WM	HD			OP
	The Whiz Store	Westborough	(508) 366-2030	WM	HD	P3		OP
	Lost Harbor Games and Hobbies	Westfield	(413) 564-0070	WM	HD	P3		OP
Michigan	Carmalot Computers and Hobbies	Almont	(810) 798-7737	WM	HD	P3		OP
	Get Your Game On	Ann Arbor	(734) 786-3746	WM	HD	P3		OP
	Gamers Sanctuary	Byron	(810) 266-4724	WM	HD	P3		OP
	Wargames North	Cadillac	(231) 775-2522	WM	HD			OP
	The Ark Cards and Comics	Cdillae	(231) 779-9822	WM	HD	P3		
	White Cap Comics	Comstock Park	(616) 785-8518	WM	HD	P3		OP
	21st Century Comics and Games	East Lansing	(517) 324-3585	WM	HD	P3		OP
	Fortress Comics and Games	East Lansing	(517) 333-0435	WM	HD	P3		OP
	Gamers Sanctuary	Flint	(810) 720-8280	WM	HD	P3		OP
	Rider's Hobby	Flint	(810) 720-2501	WM	HD	P3		OP
	Pandemonium Games	Garden	(734) 427-2451	WM	HD	P3		OP
	HobbyTown USA	Grand Blanc	(810) 695-9088	WM				OP
	Hero Quest Comics	Howell	(517) 540-9790	WM	HD	P3		OP
	Evolution Games	Lansing	(517) 323-8600	WM	HD	P3		OP
	RIW Hobbies	Livonia	(734) 261-7233	WM	HD	P3		OP
	Planeswalkers Magic Bag	Munith	(734) 418-2817	WM	HD	P3		OP
	GMG Game Supplies	Shelby Twp	(586) 323-6700	WM	HD	P3		OP
	Old Guard Hobbies	Sterling Heights	(586) 977-3969	WM	HD			OP
	Rider's Hobby	Taylor	(734) 287-7405	WM	HD	P3		
	White Cap Comics	Wyoming	(616) 452-1348	WM	HD	P3		OP
	Rider's	Ypsilanti	(734) 971-6116	WM	HD	P3		
Minnesota	Village Games	Anoka	(763) 506-0303	WM	HD			OP
	Roy's Comics and Games	Bemidji	(218) 333-6759	WM	HD			OP
	The Gamers Den	Cambridge	(763) 689-5370	WM	HD	P3		OP
	Robin Goodfellow Company	Duluth	(218) 279-3443	WM	HD	P3		OP
	Source Comics and Games	Falcon Heights	(651) 645-0386	WM	HD	P3		OP
	Roy's Comics and Games	Hibbing	(218) 262-4744	WM	HD			OP
	Crimson Dragon Games	Lindstrom	(651) 257-6199	WM	HD	P3		OP
	Phoenix Games	Minneapolis	(952) 473-1253	WM	HD	P3		OP
	Tower Games	Minniapolis	(612) 823-4477	WM	HD	P3		
	Hobby Hut	Moorhead	(218) 233-5590	WM	HD	P3		OP
	Unicorn Games	Oakdale	(651) 739-8305	WM	HD	P3		
	Air Traffic - Roseville	Roseville	(651) 631-3150	WM	HD	P3		
	Dreamers Cards and Games	Saint Louis Park	(952) 938-8163	WM	HD			OP
Missouri	Valhalla's Gate	Columbia	(573) 442-9909	WM	HD	P3		OP
	Game Cafe	Independence	(816) 252-7529	WM	HD	P3		OP
	Changing Hands Book Shoppe	Joplin	(417) 623-6699	WM	HD			OP
	Above and Beyond Games	Kansas City	(816) 505-1615	WM	HD	P3		OP
	Fantasy Shop	Kirkwood	(314) 965-3231	WM	HD	P3		OP
	Madhatter Games	Lamar	(417) 681-0433	WM	HD	P3		OP
	Pulp Fiction Game and Comics	Lee's Summet	(816) 554-7333	WM	HD	P3		
	The Neutral Zone	Ofallon	(636) 352-3967	WM	HD	P3		
	HobbyTown USA	Ozark	(417) 581-3561	WM	HD	P3		
	Eclipse Books and Comics	Rolla	(573) 364-4301	WM	HD			OP
	Dragon's Lair	Springfield	(417) 886-1115	WM	HD	P3		OP
	Meta Games Unlimited	Springfield	(417) 881-9390	WM	HD	P3		OP
	Fantasy Shop	St Louis	(314) 631-9046	WM	HD	P3		OP
	Fantasy Shop	St Louis	(314) 644-3070	WM	HD	P3		OP
	Gamer Ground	St. John	(314) 423-4800	WM	HD	P3		OP
	Clicks	St. Louis	(314) 962-8833	WM	HD	P3		
	Game Nite	St. Louis	(314) 894-2684	WM	HD	P3		OP
	Game On!	St. Louis	(636) 825-0770	WM	HD	P3		
	Miniature Market	St. Louis	(314) 270-3510	WM	HD	P3		OP
	Thompson Productions	Warrensburg	(660) 747-3830	WM				OP
Montana	Rook's Comics and Games	Bozeman	(406) 556-2153	WM	HD	P3		OP
Nebraska	The Game Shoppe	Bellevue	(402) 292-4263	WM	HD	P3		OP
	Comic World	Lincoln	(402) 466-6066	WM	HD			OP
	Gauntlet Games	Lincoln	(402) 420-5060	WM	HD	P3		OP
	HobbyTown USA	Lincoln	(402) 434-5056	WM	HD	P3		
Nevada	The Next Dimension	Fallon	(775) 423-3020	WM	HD	P3		
	Dark Tower Games	Las Vegas	(702) 795-2664	WM	HD	P3		OP
	Little Shop of Magic	Las Vegas	(702) 307-6127	WM	HD	P3		OP
	Fledglin Imp	Reno	(775) 323-4499	WM	HD	P3		OP
	Heroe's Games and Hobbies	Sparks	(775) 331-0102	WM	HD	P3		
New Hampshire	Collectables Unlimited	Concord	(603) 228-3712	WM	HD			OP
	Comic Boom	Keene	(603) 352-4261	WM	HD			OP
	The Secret Hideout	Keene	(877) 352-3960	WM	HD	P3		
	Triple Play	Lebonon	(603) 448-1901	WM	HD			OP
	The Game Castle	London	(603) 425-7400	WM	HD			OP
	Juliet's Art Shoppe	Milford	(603) 672-3003	WM	HD	P3		OP
New Jersey	Time Warp Comics and Games	Cedar Grove	(973) 857-9788	WM	HD	P3		OP
	Gamers Gambit	Fair Lawn	(201) 796-7377	WM	HD			OP
	Maplewood Hobbies	Maplewood	(973) 378-3839	WM	HD	P3		
	HobbyTown USA	Newton	(973) 300-9799	WM	HD	P3		
	Jesters Playhouse	Northfield	(609) 677-9088	WM	HD	P3		OP
	Dangerous Toys for Boys	Oakhurst	(732) 241-1191	WM	HD	P3		
	Hobby Masters	Red Bank	(732) 842-6020	WM	HD	P3		OP
	The Collectors Den	River Edge	(201) 819-2100	WM	HD	P3		OP
	The Only Game in Town	Sommerville	(908) 725-7077	WM	HD	P3		OP
	The Game Room Store	Woodbridge	(732) 636-1111	WM	HD	P3		OP
New Mexico	Curious Games and Comics	Alamogordo	(575) 434-5617	WM	HD	P3		OP
	Game Gopher	Albuquerque	(505) 884-1720	WM	HD	P3		OP
	The Inquisitive	Rio Rancho	(505) 896-8070	WM	HD	P3		OP
New York	Zombie Planet	Albany	(518) 438-7202	WM	HD	P3		OP
	Abstract Games Inc	Brooklyn	(718) 436-1800	WM	HD	P3		
	Kings Games	Brooklyn	(718) 336-1955	WM	HD			OP
	Flights of Fantasy	Loudonville	(518) 435-9337	WM	HD	P3		OP
	Men At Arms Hobbies	Middle Island	(631) 924-0583	WM		P3		OP
	Toy Wiz	Nanuet	(845) 624-2224	WM				OP
	Neutral Ground	New York	(212) 633-1288	WM	HD	P3		OP
	The Compleat Strategist	New York	(212) 685-3880	WM	HD			OP
	Mind Games	Oneida	(315) 363-2448	WM	HD			OP
	Bearded Dragon	Oneonta	(607) 432-5722	WM	HD	P3		
	Dragon's Den	Poughkeepsie	(845) 471-1401	WM	HD	P3		
	Millennium Games and Hobbies	Rochester	(585) 427-2190	WM	HD	P3		OP
	Brothers Grim Games and Collectibles	Selden	(631) 698-2805	WM	HD	P3		OP
	Monkey Head Games	Selden	(631) 451-7000	WM	HD	P3		
	The WarStore	Southold	(631) 765-5549	WM	HD	P3		OP
	Grasshopper's Comics	Williston Park	(516) 741-5724	WM	HD	P3		OP
North Carolina	Smokey Mountain Hobbies	Andrews	(828) 321-9836	WM	HD	P3		
	All Fun and Games	Apex	(919) 233-7727	WM	HD	P3		OP
	The Sword and The Grail	Asheville	(828) 254-9989	WM	HD	P3		OP
	Hyper Mind	Burlington	(336) 228-9828	WM	HD	P3		
	Parker Banner Kent and Wayne	Cornelius	(704) 892-4263	WM	HD	P3		OP
	Comics and Games	Cornelius	(704) 892-4263	WM	HD	P3		OP
	The Hobbit Hobby Shop	Fayetteville	(910) 864-3155	WM	HD			OP
	Timesink Games	Garner	(914) 779-0205	WM	HD	P3		OP
	Comsic Castle	Greensboro	(336) 854-8844	WM	HD	P3		
	Mind Games	Greenville	(252) 353-6463	WM	HD	P3		OP
	Mind Games	Greenville	(252) 353-4263	WM	HD	P3		OP
	Rules of Engagement Games	Havelock	(252) 444-4263	WM	HD	P3		OP
	Hobby Chest	Jacksonville	(910) 353-4473	WM	HD			OP
	Underground Games	Pineville	(704) 543-0054	WM	HD	P3		OP
	Lost Goblin Games	Raleigh	(919) 876-6969	WM	HD			OP
	Hit Point Hobbies	Southern Pines	(910) 692-8447	WM	HD	P3		
North Dakota	Parallax Games	Bismarck	(701) 323-7842	WM	HD			OP
	Grand Cities Games	Grand Rapids	(701) 775-8602	WM	HD	P3		OP
	Force of Habit Hobby Shop	Minot	(701) 837-0032	WM	HD			OP
Ohio	JAC Games	Akron	(330) 475-7468	WM	HD	P3		OP
	Acme Games Cincinnati	Cincinnati	(513) 231-3866	WM	HD	P3		
	Yottaquest	Cincinnati	(513) 923-1985	WM	HD	P3		OP
	Hobbyland-Sawmill	Columbus	(614) 766-2300	WM	HD	P3		
	The Guardtower	Columbus	(614) 488-4311	WM	HD	P3		
	Bookery Fantasy	Fairborn	(937) 879-3940	WM	HD	P3		OP
	Spellbinders	Kent	(330) 673-2230	WM	HD	P3		OP
	Krystal Keep	Kettering	(937) 299-2809	WM	HD	P3		
	Ivory Tower Games	Lebanon	(513) 228-2040	WM	HD	P3		
	Realm of Hereos	Mansfield	(419) 529-8441	WM	HD			OP
	EAC Games	Maumee	(419) 891-0322	WM	HD	P3		
	Gamers Haven	Middleburg Heights	(440) 845-9978	WM	HD			OP
	I'm Game	North Olmsted	(440) 734-1050	WM	HD	P3		OP
	Recess Games	North Olmsted	(440) 779-7008	WM	HD	P3		OP
	Amoury Games	Pickerington	(614) 833-1331	WM	HD	P3		OP
	Dave's Clubhouse	Reynoldsburg	(614) 751-5008	WM	HD			OP
	Game Room	Toledo	(419) 475-3775	WM	HD	P3		
	Mind Games	Toledo	(419) 531-5540	WM	HD	P3		
Oklahoma	Game HQ	Oklahoma City	(405) 691-0509	WM	HD	P3		OP
	Limey Dragon Games and Hobbies	Oklahoma City	(405) 816-0065	WM	HD	P3		
	Knight Arms Inc	Stillwater	(405) 533-3666	WM	HD	P3		OP
Oregon	Fantasy Kinghts	Albany	(541) 791-2300	WM	HD	P3		OP
	Rainy Day Games	Aloha	(503) 642-4100	WM	HD	P3		OP
	Knightfall Games	Beaverton	(503) 626-9067	WM	HD	P3		OP

WM = **WARMACHINE** • HD = **HORDES** • P3 = **FORUMULA P3** • OP = **ORGANIZED PLAY**

	V Jays Game	Coozebay	(541) 267 0562	WM	HD	P3		
	Evolution Gaming	Eugene	(541) 338-4213	WM	HD	P3	OP	
	Castle Hill Games	Grants Pass	(541) 956-5996	WM	HD		OP	
	The Avatar's Lair	Hillsboro	(503) 747-4868	WM	HD	P3	OP	
	Game Wizard	North Bend	(541) 756-3071	WM	HD	P3		
	The Games Outpost	Oregon City	(503) 631-4550	WM	HD		OP	
	Guardian Games	Portland	(503) 238-4000	WM	HD	P3	OP	
	Other Worlds - Games and Bookshop	Portland	(503) 244-0290	WM	HD	P3		
	Borderlands Games	Salem	(503) 485-2554	WM	HD	P3	OP	
	Ancient Wonders	Tualatin	(503) 692-0753	WM	HD	P3		
Pennsylvania	Showcase Comics	Bryn Mawr	(610) 527-6236	WM	HD	P3	OP	
	Circle of Swords	Butler	(724) 283-1159	WM	HD	P3		
	Hobby Express INC.	Canberry TWP	(724) 779-2000	WM	HD	P3		
	The Roundtable Games and Stuff	Conshohocken	(610) 825-6120	WM	HD	P3	OP	
	Adventure Games	Dickinson	(570) 343-6687	WM	HD	P3		
	Fat Cat Comics and Games	Downingtown	(610) 269-6005	WM	HD	P3	OP	
	Iconoclast Comics and Games	DuBois	(814) 372-2290	WM	HD	P3	OP	
	Gatehouse Games	Duncansville	(814) 693-9271	WM	HD	P3	OP	
	Phenoix Games	Erie	(814) 868-0083	WM	HD		OP	
	Chaos Orc	Fleetwood	(610) 944-9133	WM	HD	P3		
	Bell's Comics and Cards	Grove	(724) 458-4081	WM	HD		OP	
	The Adventurers Guild	Harrisburg	(717) 561-8140	WM	HD	P3	OP	
	Six Feet Under Games	Lancaster	(717) 351-0359	WM	HD	P3	OP	
	Legions Hobbies and Games	McCandless Twp.	(412) 366-3725	WM	HD	P3	OP	
	Showcase Comics	Media	(610) 891-9229	WM	HD	P3	OP	
	Phantom of the Attic	Pittsburgh	(412) 682-6290	WM	HD		OP	
	The Unknown	Scranton	(570) 342-3885	WM	HD	P3		
	Nittany Line Hobbies	State College	(814) 237-7100	WM	HD	P3		
	Comic Store West	York	(717) 845-9198	WM	HD	P3	OP	
Puerto Rico	Gaming Emporium	San Juan	(787) 632-6572	WM	HD	P3	OP	
	Red Goblin Store	Suan Juan	(787) 960-3109	WM	HD	P3	OP	
	F J Games	Toa Baja	(787) 261-5256	WM	HD	P3	OP	
	Kraken Game Store	Toa Baja	(787) 210-1874	WM	HD	P3	OP	
Rhode Island	Newport Hobby House	Newport	(401) 347-1515	WM	HD		OP	
South Carolina	HobbyTown USA	Columbia	(803) 736-0959	WM	HD	P3		
	Above Board Games	Fort Mill	(803) 792-4786	WM	HD	P3	OP	
	The Command Post	Greensville	(864) 250-0260	WM	HD	P3	OP	
	Borderlands	Greensvile	(864) 235-3488	WM	HD	P3	OP	
	Green Dragon	North Charleston	(843) 797-2052	WM	HD	P3	OP	
Tennessee	Dicehead Games	Chattanooga	(423) 553-1960	WM	HD	P3	OP	
	The Dragon Caves	Chattanooga	(423) 499-4443	WM	HD	P3	OP	
	Gamers Guild	Clarksville	(931) 553-8614	WM	HD	P3	OP	
	Dicehead Games	Cleveland	(423) 473-7125	WM	HD	P3	OP	
	The Game Depot	Cookeville	(931) 372-0190	WM	HD	P3		
	The Game Keep	Hermitage	(615) 883-4800	WM	HD	P3	OP	
	Dewayne's World of Comics and Games	Kingsport	(423) 247-8997	WM	HD	P3	OP	
	Sci-Fi City	Knoxville	(865) 523-4700	WM	HD	P3	OP	
	Grand Adventures Comics and Games	Murfreesboro	(615) 867-0838	WM	HD		OP	
	Nord's Games	Nashville	(615) 717-3336	WM	HD	P3	OP	
Texas	Big Apple Comics	Amarillo	(806) 353-3078	WM	HD		OP	
	Dragons Lair Comics and Fantasy	Austin	(512) 454-2399	WM	HD	P3	OP	
	Talon Comics and Games	Denton	(214) 287-8661	WM	HD	P3	OP	
	Midnight Comics	Houston	(281) 293-0226	WM	HD	P3	OP	
	Swords and Superheroes	Houston	(281) 288-7085	WM	HD			
	Battlefield Games	Killeen	(254) 554-5596	WM	HD	P3	OP	
	Game Exchange	Lewisville	(972) 420-4263	WM	HD		OP	
	Montag Games	Pearland	(281) 412-4100	WM	HD		OP	
	Ninja Pirate	Pflugerville	(512) 251-0110	WM	HD	P3	OP	
	Game Wyze	Plano	(972) 612-4133	WM	HD	P3	OP	
	HobbyTown USA	Plano	(972) 758-7875	WM	HD	P3	OP	
	HobbyTown USA	Rockwall	(972) 772-0700	WM	HD	P3	OP	
	Central Command Games	San Antonio	(210) 219-9223	WM	HD	P3	OP	
	Dragons Lair Comics and Fantasy	San Antonio	(210) 615-1229	WM	HD		OP	
	Gamelot	San Antonio	(210) 684-0101	WM	HD	P3	OP	
	The Game Closet	Waco	(254) 751-7251	WM	HD	P3	OP	
	Horizon Comics and Games	Webster	(281) 286-9282	WM	HD	P3	OP	
	Pegasus Loft	Wichita Falls	(940) 855-5020	WM	HD	P3	OP	
Utah	Across the Board Games	Ceder City	(435) 586-0977	WM	HD	P3	OP	
	End Zone Hobbies	Clearfield	(801) 774-5050	WM	HD	P3	OP	
	Phoenix Games and Comics	Logan	(435) 752-6642	WM	HD	P3	OP	
	Hastur Games and Comics	Midvale	(801) 352-2605	WM	HD	P3	OP	
	Hammond Toys Hobbies and Dolls	Ogden	(801) 393-9648	WM	HD	P3	OP	
	The Bookshelf	Ogden	(801) 621-4752	WM	HD		OP	
	Blackfyre Games	Orem	(801) 226-0218	WM	HD	P3	OP	
	Dragon's Keep Game Store	Provo	(801) 373-3482	WM	HD	P3	OP	
	Sanctuary Games	Provo	(801) 374-3083	WM	HD	P3	OP	
	Dragon Roost	Roy	(801) 525-6877	WM	HD	P3	OP	
	Hammond Toys Hobbies and Dolls	Salt Lake City	(801) 278-0157	WM	HD	P3		
	Hammond Toys Hobbies and Dolls	West Valley City	(816) 468-4333	WM	HD	P3		
	Hammond Toys Hobbies and Dolls	West Valley City	(801) 967-2939	WM	HD	P3		
Vermont	Quarterstaff Games	Burlington	(802) 863-3666	WM	HD		OP	
	Heroes Kingdom	St. ALbans	(802) 524-3446	WM	HD	P3	OP	
Virginia	Eagle and Empire Game Shop	Alexandria	(703) 550-6124	WM	HD	P3	OP	
	Waterloo Minis	Ashland	(804) 512-7691	WM	HD		OP	
	Beholder's Eye	Blacksburg	(540) 552-6835	WM	HD	P3	OP	
	Game Parlor	Chantilly	(703) 803-3114	WM	HD	P3	OP	
	The Comic Game Hobby	Charlottesville	(434) 984-1040	WM	HD	P3	OP	
	The Gamerz Edge	Chesapeake	(610) 750-4234	WM	HD	P3	OP	
	Tower of Games	Chesapeake	(757) 819-7913	WM	HD	P3	OP	
	The Compleat Strategist Virginia	Falls Church	(703) 532-2477	WM	HD		OP	
	Game Vault	Fredericksburg	(540) 785-4263	WM	HD	P3	OP	
	Hobbies	Fredericksburg	(540) 372-6578	WM	HD			
	Jersey's Cards and Comics	Gloucester	(804) 824-9790	WM	HD	P3	OP	
	Jersey's Cards and Comics	Hampton	(757) 825-0097	WM	HD	P3	OP	
	The Silver Unicorn	Hopewell	(804) 357-1525	WM	HD	P3		
	Leesburg Hobby and Collectibles	Leesburg	(703) 779-8600	WM	HD	P3	OP	
	Collectors Lair	Lynchburg	(434) 237-7649	WM	HD	P3	OP	
	Atlantis Games and Comics	Portsmouth	(757) 465-1617	WM	HD		OP	
	Kid Go Round	Richmond	(804) 744-9003	WM	HD	P3	OP	
	One Eyed Jacques	Richmond	(804) 359-5163	WM	HD	P3	OP	
	Xtremes	Roanoke	(540) 774-5653	WM	HD		OP	
	HobbyTown USA	Virginia Beach	(757) 306-4760	WM	HD	P3	OP	
	Atlantis Games and Comics	Virginia Beach	(757) 479-5400	WM	HD	P3	OP	
	Bit of England Dart and Game Shop	Virginia Beach	(757) 497-5171	WM	HD	P3		
	Groovy Gecko's Comics and Games	Williamsburg	(757) 258-4464	WM	HD	P3	OP	
	Red Zone Games	Williamsburg	(757) 272-6205	WM	HD	P3	OP	
	Game Parlor	Woodbridge	(703) 551-4200	WM	HD	P3	OP	
	Jerseys Cards and Comics	Yorktown	(757) 890-2842	WM	HD	P3	OP	
Washington	Games Plus II	Arlington	(360) 658-1644	WM	HD	P3	OP	
	Oroboro Games and Books	Bellevue	(425) 829-1145	WM	HD	P3	OP	
	Eagle Games	Bellingham	(360) 671-1913	WM	HD	P3	OP	
	The Comics Keep	Bremerton	(360) 479-6421	WM	HD	P3	OP	
	Infinite Frontiers	Kennewick	(509) 585-4000	WM	HD	P3	OP	
	Gabi's Olympic Cards and Comics	Lacey	(360) 459-7721	WM	HD	P3	OP	
	The Game Matrix	Lakewood	(253) 583-9708	WM	HD	P3	OP	
	Fantastic Games and Toys	Lynnwood	(425) 775-4871	WM	HD		OP	
	Docking Bay 93	Mount Vernon	(360) 428-5808	WM	HD	P3	OP	
	Cascade Comics and Games	North Bend	(425) 888-0880	WM	HD	P3	OP	
	Empire Games	Paulsbo	(360) 689-7816	WM	HD	P3	OP	
	Comic Evolution	Puyallup	(253) 770-6464	WM	HD	P3	OP	
	Genesis Games and Gizmos	Redmond	(425) 497-9579	WM	HD	P3	OP	
	Uncles Games and Puzzles	Redmond	(425) 497-9180	WM				
	The Comic Den	Renton	(425) 235-1663	WM	HD	P3	OP	
	Fire and Sword Hobbies	Seattle	(360) 820-4884	WM				
	The Dreaming Comics and Games	Seattle	(206) 525-9394	WM	HD			
	HobbyTown USA	Spokane	(509) 465-3267	WM				
	Merlyn's Fantasy SciFi and Games	Spokane	(509) 624-0957	WM	HD	P3	OP	
	The Battleground Games and Hobbies	Spokane	(509) 484-7796	WM	HD	P3	OP	
	Z Games	Vancouver	(360) 567-1684	WM	HD	P3	OP	
	Games Unlimited	Yakima	(509) 453-1846	WM	HD	P3	OP	
West Viriginia	All About Games	Beckley	(304) 254-8787	WM	HD	P3	OP	
	Hometown Hobbies	Huntington	(304) 523-4263	WM	HD	P3	OP	
Wisconsin	Chimera Hobby Shop	Appleton	(920) 735-1201	WM	HD	P3	OP	
	HobbyTown USA	Brookfield	(262) 784-9230	WM	HD	P3	OP	
	Virtual Magic Paintball Games and Hobbies	Germantown	(262) 250-4234	WM	HD	P3	OP	
	Gnome Games	Green Bay	(920) 499-4263	WM	HD	P3	OP	
	Misty Mountain Games	Madison	(608) 441-0312	WM	HD	P3	OP	
	Pegasus Games	Madison	(608) 833-4263	WM	HD	P3	OP	
	The Last Square	Madison	(608) 278-4401	WM	HD	P3	OP	
	Fortress Games	Menomonee Falls	(262) 253-2284	WM	HD	P3	OP	
	Adventures in Gaming	Milwaukee	(414) 329-1070	WM	HD	P3	OP	
	Victory Games	Sheboygan	(920) 207-7529	WM		P3	OP	
	Cavalry Games and Hobbies	Whitefish Bay	(414) 961-9100	WM	HD	P3	OP	
Wyoming	Game Plan Games	Cheyenne	(307) 778-4947	WM		P3	OP	
	Slackers Gaming Emporium	Laramaie	(307) 745-7525	WM	HD	P3	OP	

CANADA

Alberta	Myth Games	Calgary	(403) 769-1909	WM	HD	P3	OP	
	The Sentry Box	Calgary	(403) 245-2121	WM	HD	P3	OP	
	Trilogy Gaming Club	Calgary	(403) 279-2290	WM	HD	P3	OP	
	Alberta Hobby Centre	Edmonton	(780) 452-4421	WM	HD		OP	
	All Star Sports Cards & Collectables	Edmonton	(780) 465-3771	WM				
	Comex Hobby	Edmonton	(780) 477-5889	WM	HD	P3	OP	
	Gamers Lair	Edmonton	(780) 472-4101	WM	HD	P3	OP	
	Red Claw Gaming	Edmonton	(780) 757-7655	WM	HD	P3	OP	
	Mission: Fun & Games	St. Albert	(780) 459-1444	WM	HD	P3	OP	
British Columbia	Warcraft Interactive Hobbies	Mission	(604) 826-5181	WM	HD		OP	
	Hourglass Comics	Port Moody	(604) 931-4588	WM	HD		OP	
	Great White Entertainment	Prince George	(250) 563-5299	WM	HD	P3	OP	
	Imperial Hobbies LTD	Richmond	(604) 273-4427	WM	HD	P3	OP	
	Comic Encounters	Terrace	(250) 638-7293	WM	HD	P3	OP	
	Chaos Books & Games	Vancouver	(604) 525-3643	WM			OP	
	The Comic Shop	Vancouver	(604) 738-8122	WM	HD	P3	OP	

WM = **WARMACHINE** • HD = **HORDES** • P3 = **FORUMULA P3** • OP = **ORGANIZED PLAY**

	The Connection Games 1	Vancouver	(604) 261-4588	WM	HD	P3		
	The Connection Games 2	Vancouver	(604) 327-4585	WM	HD	P3	OP	
	Ebenezers	Vernon	(250) 542-0980	WM	HD	P3		
	Curious Comicis	Victoria	(250) 384-1656	WM	HD	P3		
Manitoba	Gamers Lair Outpost	Winnipeg	(204) 221-7353	WM	HD	P3	OP	
	Imagine Games and Hobbies	Winnipeg	(204) 452-8711	WM	HD	P3	OP	
Ontario	TheGameshop.ca	Aurora	(905) 727-7240	WM	HD	P3	OP	
	Gamers Lair	Barrie	(780) 472-4101	WM	HD	P3	OP	
	The Comic Warehouse	Brampton	(905) 799-3509	WM	HD		OP	
	The Hobby Kingdom	Burlington	(905) 331-7117	WM	HD	P3	OP	
	Gamer's Guild	Guelph	(519) 837-9910	WM	HD	P3	OP	
	Bayshore Hobbies	Hamilton	(905) 524-2334	WM	HD			
	Uncanny Comics	Kenora	(807) 468-7107	WM	HD	P3	OP	
	Pheonix Games and Hobbies	Kitchener	(519) 576-3896	WM	HD	P3	OP	
	Heroes World	Markham	(905) 948-1949	WM	HD	P3	OP	
	Worlds Collide	Oshawa	(905) 436-8999	WM	HD	P3	OP	
	Skyfox Games	Oshawa	(905) 720-3377	WM				
	Fandom II	Ottawa	(613) 236-2972	WM	HD		OP	
	Wizards Tower	Ottawa	(613) 421-0896	WM			OP	
	Jeff's Cards and Comics	Petersburough	(705) 750-1282	WM	HD		OP	
	Gryphon Games and Hobbies	Scarborough	(416) 492-4263	WM	HD	P3	OP	
	The Bookshelf	Thunder Bay	(807) 345-1159	WM	HD	P3		
	401 Games and Toys	Toronto	(416) 599-6446	WM	HD		OP	
	Dueling Grounds	Toronto	(416) 534-3835	WM	HD	P3	OP	
	Hairy Tarantula	Toronto	(416) 762-1303	WM	HD	P3	OP	
	Hairy Tarantula	Toronto	(416) 596-8002	WM	HD	P3		
	Series X	Toronto	(416) 222-8512	WM	HD	P3	OP	
	Two Headed Dragon	Toronto	(416) 221-5004	WM	HD	P3	OP	
Quebec	Sous Sol Hobby	Chateauguay	(450) 692-6060	WM	HD		OP	
	Maitre De Jeu	Grandby	(450) 776-6669	WM	HD	P3	OP	
	Myzodus	Mantane	(418) 562-4196	WM				
	Gamers' World	Montreal	(514) 788-5389	WM	HD	P3	OP	
	Le Valet D' Couer	Montreal	(514) 499-9970	WM	HD	P3	OP	
	Librairie Donjon	Montreal	(514) 387-8510	WM	HD	P3	OP	
	Librairie Donjon	Quebec	(418) 523-1511	WM	HD	P3	OP	
	L'Atelier du Jeu	St-Hubert	(450) 676-0404	WM	HD		OP	
Saskatchewan	Comic Readers (Downtown)	Regina	(306) 779-0900	WM	HD	P3	OP	
	Tramp's Music and Books	Regina	(306) 757-8616	WM	HD	P3	OP	
	Dragon's Den Games	Saskatoon	(306) 955-3826	WM	HD	P3	OP	

AUSTRALIA

New South Wales	Logical Choice	Canberra City	02 6921 9800
	Games HQ	Muswellbrook	02 6541 0606
	The Battle Store	Tuggerah	
	Tribsa	Wyong	
Queensland	Games Exchange	Aitkenvale	07 4725 4661
	Online Games Centre	Ashgrove	07 3366 9166
	Ace Comics and Games	Brisbane	07 3210 0939
	Comic Warriors	Brisbane	07 3848 7362
	Golden Empyrean	Bundaberg	
	Modelmania	Morayfield	03 9650 8604
	Wicked Games	Strathpine	07 3355 2383
	Battle Station	Toowoomba	07 4639 1999
	Kaboom Comics and Collectables	Toowoomba	07 4659 8828
	Toyworld Townsville	Townsville	07 3221 4289
South Australia	Infinity Games	Adelaide	02 4987 1800
	Games Junction	Bondi Junction	
	Mind Bogglers	Croydon	03 9723 2293
	The Toy Collector	Elizabeth	03 9795 3646
	SF Nexus	Maitland	02 4934 1599
(Sydney)	Shadow Gallery Comics	Bathurst	02 6332 9933
	Unlimited Hobbies	Blacktown	02 8814 8700
	Tabletop Games	Wollongong	
Tasmania	Area 52	Hobart	03 6231 0271
Victoria	Hobby Knights Pty	Bendigo	03 5441 8212
	Mind Games Geelong	Geelong	03 5222 2133
	Mind Games Melbourne	Melbourne	03 9663 4603
Western Australia	Archieplago Hobby Center	Beaconsfield	
	Games Frenzy	Kelmscott	08 9390 7796
	Singleton Hobbies	Singleton	

AUSTRIA

	Damage Unlimited Games Center	Vienna	4315879081
	Planet Harry	Vienna	4315955550

BELGIUM

Flemish Brabant	Conectr	Aarschot	32-16568830
Antwerp province	Red Dragon Games Antwerp	Antwerpen	32-32317161
	Celtic Cross	Antwerpen	32-32888165
Deurne	The GameStore	Deurne	32-33255535
Capital Region	War House Games	Drogenbos	32-23780900
East Flanders	Lood and Spelen	Gent	32-92244734
	Red Dragon Games Gent	Gent	32-93240957
Limburg	Gamescenter D-six	Hasselt	32-11325355
Limburg	Oberonn	Hasselt	32-11351358
	Play-it	Herentals	32-14848864
West Flanders	Albion	Kortrijk	32-56324307
	L Autre Monde	Liege	32-42214110
Ottignies	Case Depart	Louvain La Neuve	32-01453909
West Flanders	Black Border	Roeselare	32-05208250
East Flanders	HQ	Sint-Niklaas	32-37763545

BOLIVIA

	Pedro Domingo Murillo	La Paz	591 22788360

CHINA

	Coolside Hobby Shop	Bejing	[86] 00861068333370

DENMARK

	Kerberos Games	Aalborg	22949626
	Dragons Lair	Aarhus	86190063
	Gunzone	Aarhus	87611112
	Hobby House	Aarhus	86190063
	Bunkern	Esbjerg	75181199
	Faerges Kaelder	Herning	45351018
	Faraos Cigarer	Herning	33322211
	My Clix Miniatures	Horsens	75626233
	Good Games	Kolding	75500304
	Faraos Cigarer	Lyngby	33322211
	Hobby House	Odense	66124400
	Fanatic	Roskilde	46363548
	Mr Games	Roslashdovre	45367202
	Gunzone	Silkeborg	86818338
	Battle Bunker	Viborg	86601740

FINLAND

	Peliarkku Ky	Nokia	03-3737030

FRANCE

	Art'n Magic	Aix en Provence	
	Librairie Martelle	Amiens	03.22.71.56.74
	Sortileges	Angers	02.41.88.96.96
	Jeux Mage Inn	Bayonne	
	Jeux de la Comte	Besancon	03.81.81.32.11
	Atelier des Figurines	Bordeaux	05.56.79.19.24
	La Cage Aux Trolls	Brest	02.98.44.92.65
	Sastaka	Lancey	06.61.66.63.94
	ArtGamer	Lille	
	Hobby Mak	Lille	03.32.03.19.08
	Rocambole	Lille	03.20.55.67.01
	Antre Du Blup	Luisant	306.11.22.10.36
	Trollune	Lyon	04.78.69.85.56
	La Caverne du Gobelin	Metz	03.87.18.42.08
	Excalibur	Montpellier	04.67.60.81.33
	La Caverne du Gobelin	Nancy	03.83.32.25.06
	Collec-Zeacute jeux	Paris	
	Dreamwej	Paris	01.43.43.32.92
	Jeux Descartes	Paris	03.42.27.50.09
	La Caverne du Dragon	Pontault Combault	01.60.28.72.40
	Amusance	Rennes	
	Figuriland	Roubaix	
	Philibert	Strasbourg	03.88.32.65.35
	Dreamfactor	Toulon	336.60.77.99.08
	Jeux du Monde	Toulouse	05.61.23.73.88
	Jeux Mage Inn	Toulouse	05.61.23.74.10
	Univers Paralléle	Toulouse	05.62.30.84.74
	Hobby 3	Troyes	03.25.46.54.50
	e-LUDIK	Villeurbanne	04.78.94.97.73

GERMANY

	Hobby Bunker	Augsburg	
	Ulisses Spiele	Bad Homburg	0617/2921745
	Tinbitz	Bensheim	0625/1703270
	Asgard Games	Berlin	0303/5133457
	Battlefield Berlin	Berlin	0304/5088708
	FUNtainment Game Center	Berlin	0305/1068011
	Gamer's HQ	Berlin	4930/7906126
	Gwindi Tabletop Store HP9	Berlin	0304/4328244
	Gwindi Tabletop Store K6	Berlin	0304/4328244
	Highscore Games	Berlin	0309/4413820
	Morgenwelt	Berlin	0307/9709646
	TrollWelten	Berlin	25017342
	Highlander Games	Bielefeld	0521/5606140

WM = **WARMACHINE** • HD = **HORDES** • P3 = **FORUMULA P3** • OP = **ORGANIZED PLAY**

Bonner Comic Laden GmbH	Bonn	0228/637462
Dragonlord Games	Dillingen Saar	0683/17698720
Brettspielkiste	Dinslaken	0206/4465513
Excalibur Miniaturen	Dinslaken	0621/526573
Tonys Toys	Dormagen	0213/3973776
Highlander Games	Dortmund	0231/2063758
Tellurian Games	Dortmund	0231/4752804
Drachental Games and Magic	Duesseldorf	0211/5803795
Adventure Box	Duisburg	0206/6418682
Mage Store	Dusseldorf	0211/9944085
Fantasy En `Counter	Essen	0201/786877
Sturmdrache	Freiburg im Breisgau	0761/2172166
Seetroll Comics and Games	Friedrichshafen	0754/1954424
Die Traumlande	Germany	0717/1875477
Auto-Modellbahn-Welt	Germering	
Zabalstein - Spiele	Giessen	
Highlander Games	Hagen	0233/1914395
Atlantis Tews and Tomber Gbr	Hamburg	
Dragonworld	Hamburg	0405/000650
Zauberstein	Hamburg	0405/704101
Planet Fantasy	Heidelberg	6221/6527834
Spieldream	Herford	5221/762713
Gerds Comicladen	Kaiserslautern	0631 25126
Gamers Palace	Karlsruhe	0721/21118
Heldenschmiede	Kempten	0831/5206351
Gandalph Fantasy Spiele	Kiel	0431/9709934
Highlander Games	Kleve	0282/113965
Zeitgeist	Koblenz	0261/9147931
Hiveworld	Koln	2217/886033
Seetroll Konstanz	Konstanz	
Brave New World	Koumlln	0221/2704771
Spielzeit	Krefeld	0215/1801718
Drachenh Leer	Leer	0491/9122099
Fantasy Stronghold	Ludwigsburg	4971/4190358
Orcish Outpost	Mainz	06131/233299
Headquarter Comics and Spiele	Moers	0284/1395523
Fantasy Headquarter	Monchengladbach	0251/1621944
FUNtainment Game Store	Monchengladbach	0895/1505710
Heldenhaft	Monchengladbach	
Munich Games	Monchengladbach	0892/7272394
Gamers Domain	Muenster	2513/904804
Fantasy - Kontor	Neetze	0958/50972780
Spielzeit Neuss	Neuss	0213/121190
FUNtainment Game Center	Nurnberg	0911/1320644
Planet Fantasy	Nuszligloch	0622/4170710
Headblast Tabletop	Oberhausen	0208/8842786
Dragons Cave	Regensburg	0941/4615314
WarShop	Regensburg	
Hain	Rosenheim	
AMIs Comic Store	Rostock	0381/3644463
Spielewelten.com	Schwendi	0735/3981394
Seetroll Comics+Spiele	Singen	0773/1181937
FUNtainment Game Center	Stuttgart	0711/3058077
Imps Shop	Ulm	0731/619463
Flammenschwert	Wiesbaden	
Phantasos Spiele	Wiesbaden	6119/881905
Ulisses Universe	Wiesbaden	0611/3601993
Miniaturicum	Wolfsburg	0536/3811200

IRELAND

The 4th Dimension	Dublin	86.8159058
Models Inc.	Saggart	87.929

ITALY

Dragons Lair	Arezzo	057525133
Dragon Store - Biella	Biella	0150990051
Dragon Store - Bologna	Bologna	051234841
Games Academy - Bologna	Bologna	0516490612
La Fenice - Bolzano	Bolzano	047105207
Euromodel	Borgomanero	0322843044
Games Academy - Brescia	Brescia	03046177
Next Level	Castiglione delle Stiviere	
Games Academy - Cesena	Cesena	054729509
Games Academy - Cesenatico	Cesenatico	054780643
Games Academy - Ferrara	Ferrara	05321861062
Alle Porte di Nairo	Firenze	
Dorak - Citta Incantata	Firenze	555120282
Games Academy - Firenze	Firenze	0552346778
Collezionami - Forli	Forli	054360596
Magic Store	Forli	0543400207
Super Games	Frirenze	055614404
Games Academy - Genova	Genova	0108696624
Dragon Store - Ivrea	Ivrea	051960025
L Antro dell Orco - Messina	Messina	0902931655
Games Academy - Milano	Milano	0245471467
Games Academy - Milano 2	Milano	0236532575
Huron - Goblin Milano	Milano	0272016268
Games Academy - Modena	Modena	059360267
Urban Legend Parma	Parma	0521239359
Games Academy - Pesara	Prescara	085919547
Games Academy - Ravenna	Ravenna	054437652
L Orcofficina	Rivoli	0119530275
Daemons and Wizards	Roma	651964699
Games Academy - Roma	Roma	0678359786
Games Academy - Sassari	Sassari	079298904
Centro Gioco Educativo SNC	Torino	0114386201
Decima Legio	Torino	011197017
Trilogy	Trento	0461239885
Triskel - Trento	Trento	0461830812
Games Academy - Trieste	Trieste	040638146

JAPAN

Hobbyshop Leo	Saitama	048.643.9003
HobbyMetal ICONOCLASM	Minoh,Osaka	072.724.3341
Malefic Shop	Kyoto	817.224.64116

LUXEMBOURG

La Caverne du Gobelin	Luxembourg	00.352.26.19.01.77

MALAYSIA

Wolfs Game Shop	Petaling Jaya	012.2599952
Toys In Motion	Petaling Jaya	603.7724285

MEXICO

Gamers Lair	Monterrey	81.10621153
Mexcalibur Games	Monterrey	81.80592935

NETHERLANDS

The American Book Center	Amsterdam	020-5352582
Big Boys Toys	Bergen op Zoom	016-4250848
Top 1 Toys - Speldorado	Delft	015-2134516
GameForce Den Bosch	Den Bosch	073-6135826
Eternal War	Den Haag	
Spellenhuis	Den Haag	070-3644782
GameForce Eindhoven	Eindhoven	040-2447030
Pijplines	Enchede	053-4305727
Freetime Warrior	Leiden	071-5130522
Moenen and Mariken Spellenspeciaalzaak	Nijmegen	024-3236119
Gamers of the West	Rotterdam	010-2703233
The Realm of Fantasy	Schiedam	046-5497146
Atomik	Sittard	046-4515074
Tirage	Sprang-Capelle	041-6543213
Elf Fantasy Shop Utrrecht	Utrecht	070-3569509
Subcultures	Utrecht	030-2311122
Whoops	Utrecht	030-2304123

NEW ZEALAND

Battlehaven	Auckland	09.361.5395
Games R Us	Auckland	09.489.2750
Urban Warfare	Auckland	09.523.0499
The Cityguard Wargaming Club	Birkdale	09.483.6714
Comics Compulsion	Christchurch	03.379.7866
Nexus Games	Dunedin	03.471-8361
Vagabond Games and Collectables	Hamilton	07.834.3041
Battlezone	Mt. Maunganui	07.574.9405
Heroes For Sale	Palmerston North	06.356.6779
Vagabond Games and Collectables	Queen Street	09.303.2750
Vagabond Games and Collectables	Takapuna	09.478-2750
Wargames Supply	Wellington	04.473.7350

NORWAY

Hobby Huset	Kristiansand	38 02 03 10
Tromso Bruktbokhandel	Troms	77 68 69 74
Outland Kristiansand	Trondheim	38 09 94 20

PHILIPPINES

Fortress Toys and Hobbies	San Juan	917.533.1943
Pit Shop - Fortress	Quezon City	623.716.6532

POLAND

Departament Gier	Bialystok	085.744.33.60
Gnom	Bielsko Biala	
Cytadela Bydgoszcz	Bydgoszcz	069.123.23.29

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	Spider Games	Gdansk	058.511.93.33
	Futurex	Gdynia	506.841.676
	Gamestation.pl	Gliwice	4850.425.51.94
	Flamberg	Katowice	4850.401.45.69
	Gracz	Kielce	507.013.387
	Sklep Smok	Krakow	886.225.643
	Sklep Krzy	Lublin	081.538..16.88
	Smocza Jama	Plock	
	Cube Poznaski Dom Gier	Poznan	061.832.18.53
	Gamestation Zet	Sosnowiec	0605.281.221
	Cytadela Szczecin	Szczecin	0601.88.88.29
	Cytadela Warszawa	Warszawa	022.855.27.00
	Pracownia Fantastyczna	Wroclaw	071.354.43.44
	Ogryn	Wroclaw	71.377.18.72

PORTUGAL

	Entre Mundos	Alges	351.214.12.16.62
	Leirinet	Leiria	351.244.10.61.21
	Homem Azul	Lisboa	351.213.62.93.82
	Diver-Porto (XXL Gaming)	Porto	351.225.02.36.84

SERBIA

	Xclub	Novi Sad	021.42.59.42
	Arbor Somniorum	Novi Sad	63.654324
	Fantasy Games Serbia	Srbije	381.11.3131044

SINGAPORE

	Paradigm Infinitum Pte Ltd	Singapore	65.6734.3858

SOUTH AFRICA

	Outer Limits (Pretoria)	Pretoria	27.83.3079107

SOUTH KOREA

Seoul	Orctown	Seoul	822.640.25946

SPAIN

	Dungeion Comix	Barcelona	93.349.78.87
	Kelesumo	Barcelona	93.270.05.17
	The Dungeon Comix	Barcelona	93.349.78.87
	Joker Juegos	Bilbao	94.443.92.97
	e-Minis	La Linea	34.647.15.81.10
	Transilvania Hobby Club	Las Palmas	92.836.28.98
	Excalibur	Madrid	91.562.60.73
	Quimera	Madrid	91.409.68.43
	TwT Strategic and Historical Games	Madrid	91.543.40.04
	Confederacion	Malaga	90.294.78.18
	Mazinger Ourense	Ourense	98.854.09.88
	Los Clandestinos	Prat de Llobregat	93.379.43.34
	Midiam	Sevilla	63.553.46.23
	Nostromo	Sevilla	95.421.18.18
	Sensei Comics	Sevilla	95.427.24.10
	Daily Price Viladecans	Viladecans	93.637.65.94
	Freak Empire S.L.	Zaragoza	97.640.16.47

SWEDEN

	HobbyShopen	Gavle	0046.26.18.62.99
	Spel och Fantasi	Karlstad	0046.54.15.10.70
	Dragons Lair	Oppet	0046.86.54.60.50
	Science Fiction Bokhandeln	Stockholm	0046.88.21.50.52
	Prisfyndet	Uppsala	0046.18 10.66.07
	Helges Hala Horror Shop	Vaxjo	0046.47.02.18.60

SWITZERLAND

	The World of Miniatures	Baden	
	Xenomorphe	Geneva	0041.22.329.70.52
	Mix-Image SA	Lausanne	
	GNOMON Games Planet GmbH	Luzern	0041.41.410.00.14
	Strategy Shop	Uster	

TAIWAN

Kaohsiung	Vagabond Games and Collectables	Lingya District	886.7.229.9467

UKRAINE

	Avatar	Kiev	38 0445 02 62 27
	Magic Land	Nikopol	38 0566 68 68 89
	Spellscape	Vinnitsa	38 0938 69 38 50

UNITED KINGDOM

	The Gaming Crypt	Altrincham	0161 929 9919
	Fantasy Miniatures	Barry, Vale of Glamorgan	
	The Railway and Modelers Junction	Bedworth, Warwickshire	02476 316285
	The Stack	Belfast	
	Manaleak	Birmingham	
	Oracle Games	Birmingham	0121 680 3544
	Waylands Forge	Birmingham	0121 6 830075
	WHO	Blackpool	01253 291188
	Infinity Games	Bradford	01274 40112
	Joust For Fun	Bridgend	01656 767680
	Area 51	Bristol	01179 244655
	Miniature Realms	Burnley	
	Spirit Games	Burton on Trent	01283 511293
	Westgate Games	Canterbury	01227 457257
	The Games Player Ltd	Cornwall	01786 6450314
	Bishop Games	Coventry	02476 634999
	Wargames Workshop	Cranfield	01234 757878
	Highlander Games	Dundee	01382 666315
	Phantasia	East Sussex	
	Black Lion Games	Edinburgh	0131 6 672128
	Clifton Road Games	Exeter	01392 259.988
	Leisure Games	Finchley	020 8346 2327
	DTS Models and Toys	Glasgow	01355 238988
	Static Games	Glasgow	
	Games and Gifts	High Wycombe	
	Gamers Quest	Horsham	01403 711642
	Wargames Emporium	Huddersfield	01484 532838
	Runik Games	Ipswich	441473400655
	Travelling Man Leeds	Leeds	01132 427227
	Thadiun	Liverpool	07896 958189
	Wargaming World	Longton	07891 082768
	Final Fantasy Wargames	Luton	01582 729001
	The Grinning Demon	Maidstone	01622 681041
	Fan Boy Three	Manchester	0161 2477735
	Wargames Emporium	Mansfield	01623 640022
	RPGStuff	Milton Keynes	01908 269991
	Project Hydra	Northhampton	01604 639966
	Travelling Man	Nottingham	01159 506289
	Southsea Models and Games	Portsmouth	2392733208
	Artemis Blacks	R.C.T. South Wales	
	Snipers Nest	Ramsgate, Kent	01843 60708
	Eclectic Games	Reading	01189 59825
	The Gamers Guild Ltd	Redhill, Surrey	01737 789123
	Sheffield Space Centre	Sheffield	0114 2758905
	The Wargames Emporium	Sheffield	01142 754826
	Witch Engine	Somerset	01935 427077
	I D Gaming	St Helens Merseyside	07819 331897
	Stafford Games	Stafford	01785-255577
	Tritex Games	Stafford	
	Morningstar Hobby Supplies	Surrey	01252 835887
	The Comix Shoppe	Swansea	01792 642097
	West Coast Games Ltd	Swansea	01792 648007
	Spot-on Models and Games	Swindon	01793 617302
	Games Lore Ltd	Telford	01189 546895
	Questing Knight Games	Telford	01952-417747
	Role-N-Play	West Midlands	01902 310027

VENEZUELA

	War Garage	Caracas	58.212.9856890
	Action Zone	Caracas	58.212.9760343

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PARTS BIN

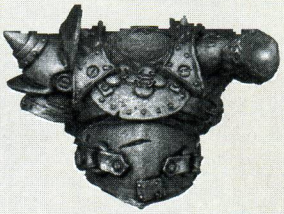
Just a few parts in our massive online catalog

Body Parts

Tharn Ravager Shaman
Head

Epic Irusk
Head

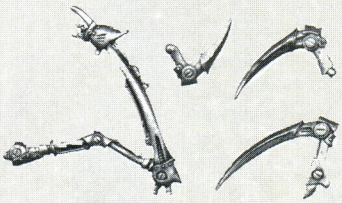
Mortenebra
Head



Troll Bouncer
Torso

Troll Bouncer
Left Arm

Epic Nemo
Head



Mortenebra
Scavenger Arms

Deryliss
Claw

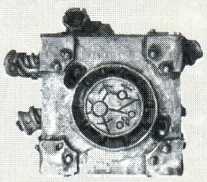
Troll Bouncer
Head

Epic Nemo
Right Arm

Mortenebra
Arms

Troll Bouncer
Right Arm

Weapons and Miscellaneous



Epic Nemo
Base

Epic Nemo
Arcane Accumulators

Troll Bouncer
Ball & Chain

Epic Nemo
Fulger

Tharn Ravager Shaman
Totem Staff

Troll Bouncer
Shield

Epic Nemo
Smokestack

Mortenebra
Smokestack

Wolves of Orboros
Totem Bearer Totem

Epic Irusk
Khadoran Flag

Epic Irusk
Endgame

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DRAWN AND QUARTERED

by **Rob Hawkins**

THE PLAYER GALLERY

Painting Challenge Entries

Here's a mix of some of the great models that people have entered in past Painting Challenges. See page 57 to get the info on the next contest. Get to painting!

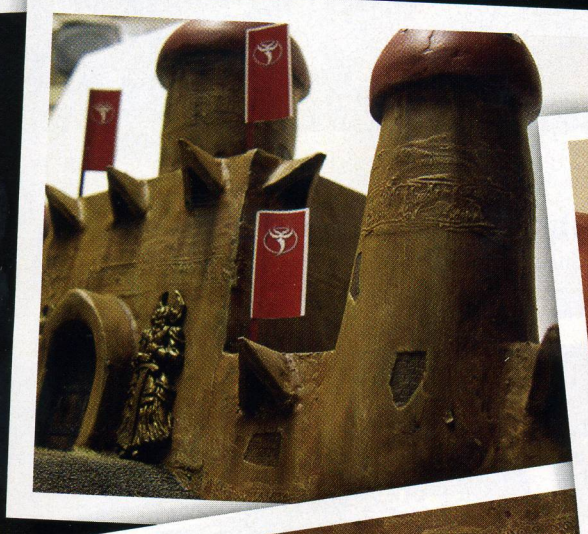
"Brutehunter"
by Michael Stubbs

"Riven"
by Drew Olds

"Undead Bokur"
by Jeremy Teets

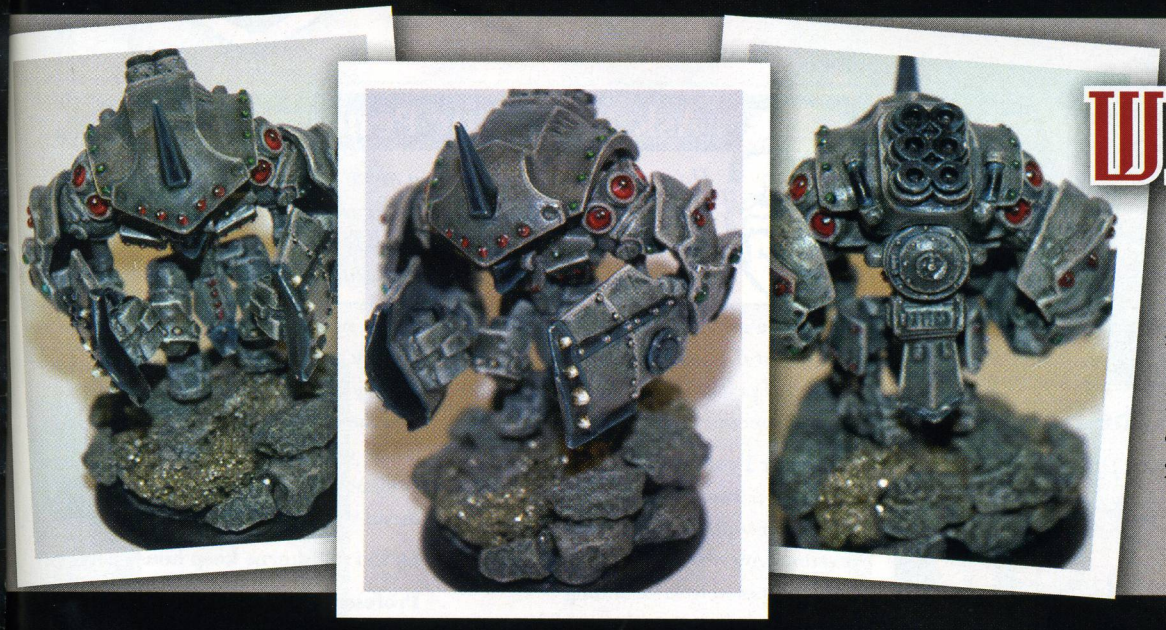
Skorne Fortress

By **Pat Ohta**



ROCK HARD CHALLENGE

No Quarter #16 presented the Rock Hard Challenge, where the veins and hues of rock and the glint and twinkle of gemstone served as your palette. We received some great entries that looked like they walked right out of the quarry and onto the battlefield.



WINNER!

Lance Park

Is the winner of the Rock Hard Challenge with his stone and gem studded Devastator. We knew Devastators had thick armor, but sheesh—try to get through that rocky hide!

HONORABLE MENTIONS

*Check out **page 57** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!***

"Jade Cyclops Brute"
by Brian Olsen

"Earthborn Dire Troll"
by Brian Condie

CALL TO ARMS
THE WAR HAS ALREADY BEGUN!
Bloodstone Borderlands, the second Tour of the 2008 Call to Arms League, finishes up this May, with a long break until the Broken Coast Raids begin this fall. Each Tour runs for five weeks, so there's never a bad time to fire up your 'jacks or goad your 'beasts and get to the front line!
CALL TO ARMS
2008 TOUR SCHEDULE
TOUR | START WEEK | END WEEK
OCCUPIED LLAEL | 1/7/08 | 2/25/08
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BLOODSTONE BORDERLANDS | 3/17/08 | 5/5/08
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CASPIA-SUL INCURSIONS | 9/15/08 | 11/3/08
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